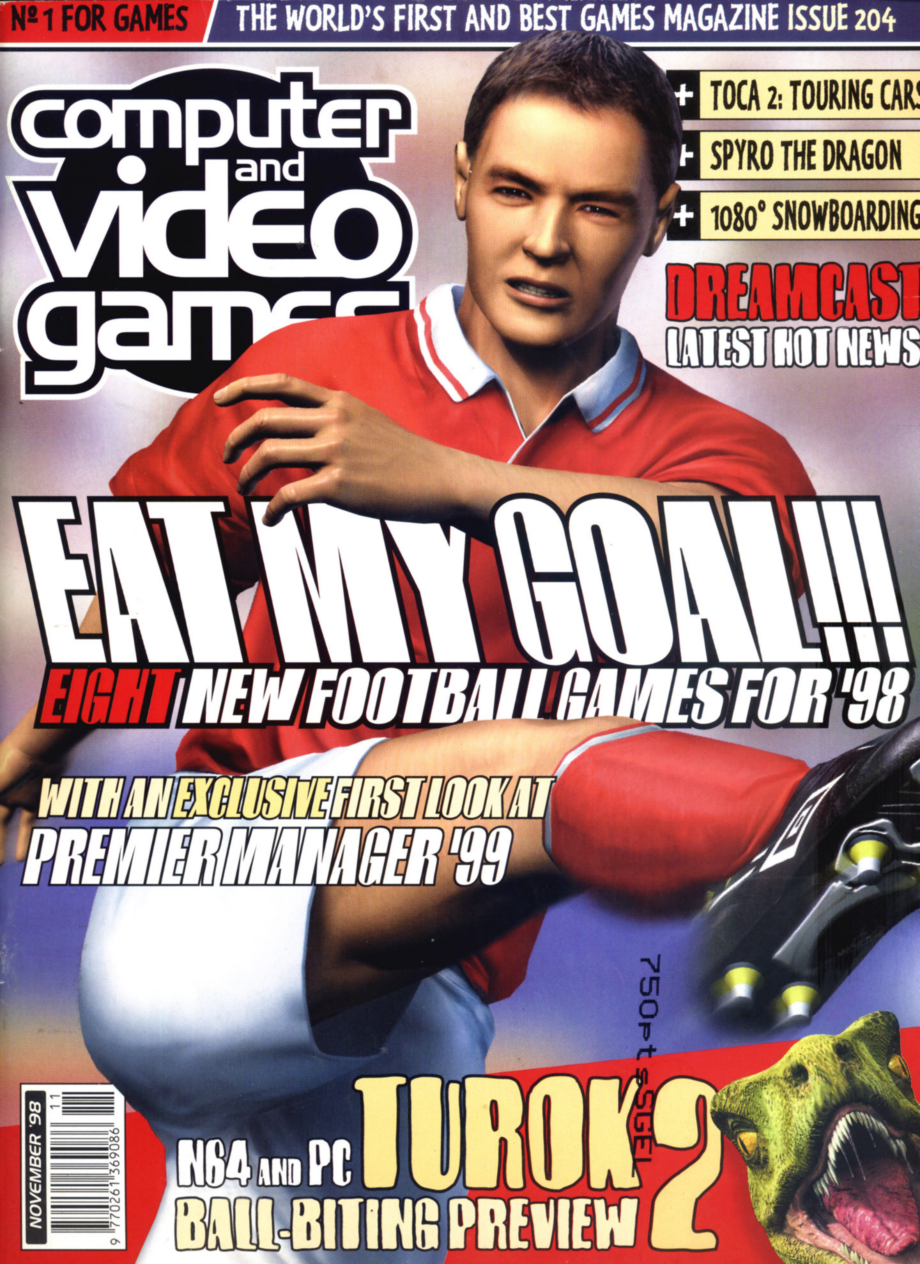


Nº 1 FOR GAMES
THE WORLD'S FIRST AND BEST GAMES MAGAZINE ISSUE 204
computer and video games
+ TOCA 2: TOURING CARS
+ SPYRO THE DRAGON
+ 1080° SNOWBOARDING
DREAMCAST
LATEST HOT NEWS
EAT MY GOAL!!!
EIGHT NEW FOOTBALL GAMES FOR '98
WITH AN EXCLUSIVE FIRST LOOK AT
PREMIER MANAGER '99
N64 AND PC
TUROK 2
BALL-BITING PREVIEW
NOVEMBER '98
9 770261 369086

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COVER ART BY MALCOLM TWEEN





EDITORIAL

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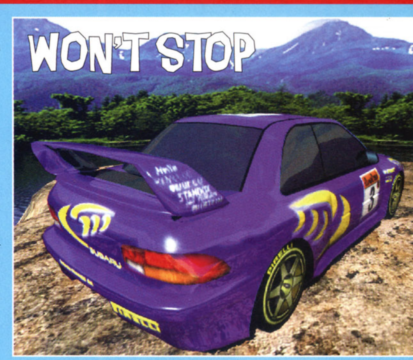
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CAN'T STOP WON'T STOP



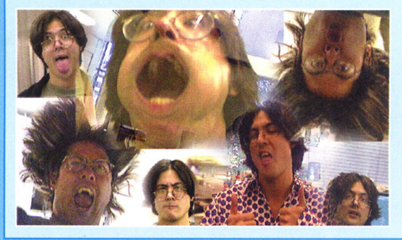
Phenomenal times are just around the corner! Solid rumours are now circulating about PlayStation 2 (April next year). Dreamcast is only a month away in Japan. There's even a British super-console primed for action some time soon.

Everyone we know is busy finding out more. No one is busier than CVG – I guarantee it. I can also assure you that the best coverage of the best games around will continue in CVG. Expert coverage, which has no equal. This is all a big accident, by the way, caused by massive enthusiasm on our part each month.

Full-on Tokyo Game Show report for you next issue. We can't wait! Hope the fun we're having here is contagious.

PAUL

BYE BYE BAD ASS BYE BYE



This guy Tom once worked for CVG. Now he doesn't. Tom's making cool comic books now. We're envious of that, but it doesn't hurt too bad. At least we get to play Dreamcast before he does.

You may remember Tom from such public sensations as Megatech (a MegaDrive magazine), Sega Magazine, Sega Saturn Magazine (same thing but fewer *Sonic* games), and as one of the protesters against the Criminal Justice Bill featured on an ITV newsreel.

CVG could never live up to Tom's former glories, we could only wait until something more glamorous came along. Which it did. Good luck Tom, from all your fans in the UK, and small parts of the world.

SIGN UP FOR THE CVG TEAM

If you think you and your mates have got anything interesting to say about CVG, and the way it brings you the information you need, fill in the form below and consider yourself hired.

Truth is we can't pay you for your time. However we can get you playing some of the biggest games in the world for free, and we'll even make the journey to your house if getting down to where we are (London) is difficult.

This is the best opportunity you're going to get to make the magazine you buy exactly what you want it to be. And we will listen.

Fill out the form, and send it in with your opinions to: **Reader Panel, CVG, 37-39 Millharbour, Isle-Of-Dogs, London E14 9TZ**. If you've got something useful, we'll be in touch.



READER PANEL VOLUNTEER

NAME: .... **AGE:** ....

ADDRESS: ....

....

....

TELEPHONE NUMBER: ....

100% VIDEO GAMES AND COMPUTERS
EDITORIAL

CVG RATING SYSTEM



Pure magic, enough to make a grown man cry. Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.



4...VERY GOOD
Usually the highest we feel confident awarding a game. Ranks among the best in its field, or surprises us with elements of well implemented originality.

3...GOOD
Something you may want to own, as opposed to renting out for a couple of days.
Here is a quality, entertaining game to suit most tastes. Good, but not great.

2...PRETTY BAD
Unlikely to be especially original, or overflowing with exciting features – there are better examples available. Or else this is a clumsy attempt at a new concept.

1...VERY POOR
Almost a flat-liner, it's so lifeless.
You'll be wanting to exchange this for something else straightaway. Save yourself the bother by avoiding in the first place.

STARS OF THE MONTH



NiGHTS
This magical game is one of the greatest ever. Please do yourself the favour of buying a Saturn just to play it.

TUROK 2
A super-sharp, high-resolution, awesome-looking game on N64! We're seeing it, but we're hardly believing it! Check it out!

SONIC ADVENTURE
You've seen what all the fuss is about now. So were we telling the truth or what? Isn't this game looking truly incredible!

METAL GEAR SOLID
Can't be shy about this one. It's the best thing PlayStation has at the moment, and it's coming to the UK in February.

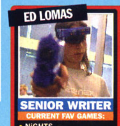
PAUL DAVIES



EDITOR
CURRENT FAV GAMES:
- NiGHTS
- TEKKEN 3
- BUST-A-GROOVE
- VAMPIRE SAVIOR
- RADIANT SILVERGUN

Because Tom left the magazine this month, Paul has been really gloomy. To cheer him up, everyone lost at *Tekken 3* (very convincing the tears were too), and said how we've all realised that crap old games are, in fact, great! So far, this has prevented seven out of 10 outbreaks of paranoia. But it didn't stop the one about the world suddenly losing interest in video games. Lost, but not forgotten.

STEVE KEY



SENIOR WRITER
CURRENT FAV GAMES:
- CHAMPIONSHIP MGR 3
- ISS PRO '98
- METAL GEAR SOLID
- WCW VS NWO REVENGE
- 1080° SNOWBOARDING

Only one guy on CVG knows how to impress the ladies – and that's Steve Key. Cleaning ladies, mind. Steve's such a neat person. You rarely see him dressed in anything less than the smartest clothes (unless it's the cleaning ladies' lucky day), and his desk is immaculate. Since Steve himself is so pure, he can investigate every dirty piece of gossip and spread it around unscathed.

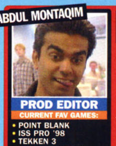
ED LOMAS



SENIOR WRITER
CURRENT FAV GAMES:
- NiGHTS
- BRIAN LARA CRICKET
- QUAKE 2
- DAYTONA USA 2
- N2O

Now Ed is 21 he has become very responsible indeed. He is polite to people who work on other magazines. He washes his hair every day. He consults his family on life's most important decisions – usually regarding chocolate. Ed only consumes three cans of Coke a day. Ed will not let any game which doesn't deserve four or five get more than three. The world awaits him.

ALEX HUHTALA



STAFF WRITER
CURRENT FAV GAMES:
- METAL GEAR SOLID
- WCW VS NWO REVENGE
- NIGHTS
- SONIC ADVENTURE
- 1080° SNOWBOARDING

You don't know Alex. You might think you do because you read this stuff every month, however you do not really KNOW Alex. Enigmatic characters have been and gone throughout history, and they've been pretty popular too. The Mona Lisa, The Man In The Moon – both known, but unknown. This is the fate of Alex Huhtala. Unless he gets a guitar and learns to rock.

ABDUL MONTAQIM



PROD EDITOR
CURRENT FAV GAMES:
- POINT BLANK
- ISS PRO '98
- TEKKEN 3
- TOMB RAIDER 2
- WIPEOUT 2097

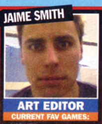
After all the fuss last month over *ISS Pro '98*, Abdul is now finding it hard to impress anyone with anything much. Our office cleaners are better than Abdul at *ISS*, and they're only dusting the controllers. Tony's jokes are funnier than Abdul's, and Tony's jokes have a low perceived amusement value in any part of the world. Abdul is irritated no end about his situation. The bigger they are, and all that.

TONY CORMACK

DESIGNER
CURRENT FAV GAMES:
- 1080° SNOWBOARDING
- METAL GEAR SOLID
- BRIAN LARA CRICKET
- ISS PRO '98
- COOL BOARDERS 3

Spend more money on trainers. Tony's motto. Doesn't matter, right, if the rest of your wardrobe fits you like something that doesn't fit you at all, so long as your feet are sitting snug in the skate scene's latest shopping list. Tony gets through trainers like there's no tomorrow though, because he's such a keen dancer. He also sincerely believes that there will be no tomorrow. Perhaps you do too?

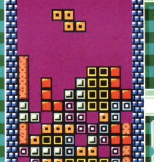
JAIME SMITH



ART EDITOR
CURRENT FAV GAMES:
- NiGHTS
- MAC QUAKE
- F-ZERO X
- SF ALPHA 3
- METAL GEAR SOLID

Since Tom left CVG, Jaime has happily gone about being the hippest person on the magazine. He's the only one left to pull stupid faces, eat things you shouldn't eat, and say things you shouldn't say – all performed at once. Seriously, anything you have in your coat pocket when you happen to meet Jaime in the street (where he lives) he will devour in seconds while criticising your upbringing.







[PLAYSTATION 2: APRIL '99!]

PlayStation 2 will be on sale in Japan in April '99, and Europe before Christmas '99. More surprising than that, it will be backwards compatible with PlayStation – you WILL be able to play all PlayStation 1 games on PlayStation 2.

The news is not official yet, BUT the rumour has become too big to ignore. That is, we're hearing the story from very reliable people within the industry, though Sony Europe will not (cannot) confirm anything.

We hear that the big announcement will come just before Dreamcast is launched in November. Obviously, this would make a lot of Japanese PlayStation fans think twice before buying Sega's new system. We also hear that PS2 is being shown to software developers, behind closed doors, at the Tokyo Game Show.

What's got to be worrying Sega the most is that Dreamcast may be in direct competition with PS2 in Europe and the US. Sony apparently intend to get PS2 on sale in the West in September – the same time as Dreamcast.

Our contact at Sony has been assured that the claims are ridiculous. "PlayStation 2 is nothing more than a project. Only a few people know anything about it – including Ken Kutaragi. The release date has got to be ridiculous." The official word from Sony's PR department is, "no comment".



Saturn lost to PlayStation because Sony marketed their machine to a new audience.



Dreamcast looks slick, and is extremely powerful. PS2 needs to be really special.

TECHNICAL PLAYSTATION 2 STUFF

• We're told that PlayStation 2 uses DVD (Digital Versatile Disc) to store its games. DVD discs look the same as standard CDs, but hold around five times as much information.

Games like *Final Fantasy VII* will no longer require three discs, they'll just need one, which makes production cheaper, meaning cheaper games for you.

DVD also guarantees better reproduction of video footage, so that movie sequences in games will look better than Laser Disc quality.

DVD will enable PS2 to generate CG movie sequences with no loss of quality. *Final Fantasy* movies will look as good as Disney's CG movie, *Toy Story*. The idea is just too incredible to imagine.



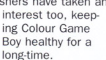
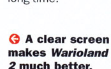
***Prey*, from 3D Realms, will be one of the first PC games to use NURBS. Sony will be at a great advantage if they can deliver an affordable, mass market machine with NURBS capabilities.**

• PS2, we hear, will feature NURBS-based hardware. Even when you know what NURB stands for – non-uniform rational B-spline – it doesn't help much. However, graphics engines using NURBS create something which looks more natural due to models being made out of curves, instead of triangles or squares. The downside is that NURBS require a colossal amount of processing power to create interactive environments. It's likely PS2 will use NURBS to create realistic worlds, then populate them with polygon-based characters.

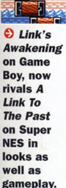
COLOUR GAME BOY FOR CHRISTMAS

Gaming history will be made on 27 November, when Nintendo's colour Game Boy finally goes on sale. It's affordable at £69.99, considering the benefits – great games whenever you want them, in colour, and no screen-blur, at under £25 each.

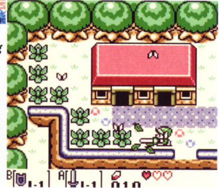
Nintendo hope to have six cool (we think) games available with the machine when it goes on sale, with more to follow: *Conker's Pocket Tails* – a platform game by Rare; *New Color Tetris* [sic] – work it out; *Pocket Bomberman* – the classic puzzle game, with some nice extras; *Quest For Camelot* – action/RPG based on the up-coming animated movie; *Game and Watch Gallery 2* – fun, but basic old-skool games; and *Harvest Moon* – an RPG-style game in which you raise a farm.

All the games mentioned above take advantage of Colour Game Boy's ability to display 56 colours, from a palette of 32,000. This is a similar performance to the Super NES. Re-coloured versions of *Zelda: Link's Awakening*, and *Warioland 2* will be available in the new year. Lots more games publishers have taken an interest too, keeping Colour Game Boy healthy for a long-time.



A clear screen makes *Warioland 2* much better.



***Link's Awakening* on Game Boy, now rivals *A Link To The Past* on Super NES in looks as well as gameplay.**

INTERVIEW THE METAL GEAR SOLID TEAM!

Metal Gear Solid will be one of the biggest, and best PlayStation games of 1999. So how would you like the opportunity to ask the producers of the game any question you like?

Well you can. Write your questions down and post them to us. We're expecting lots, so only the best ones will be passed on. Best thing for you to do is get your great questions to this address as soon as possible: **METAL GEAR Q&A, CVG, 37-39 Millharbour, Isle Of Dogs, London E14 9TZ.**

NINTENDO POSTPONE THEIR SHOW

Nintendo have postponed this year's Space World – their biggest annual event since the late 1980's in Japan. For Japanese Nintendo fans, this is almost as bad as postponing their New Year celebrations.

The decision coincides with a further delay of the 64DD expansion unit, and the release of the long-awaited Silver and Gold editions of Pocket Monster. Now the Pocket Monster games, 64 DD, and subsequently Space World will happen in May 1999. Makes you wonder if Nintendo are planning to announce a new machine. Well...

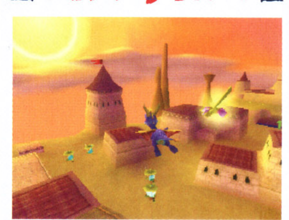


Nintendo's biggest show of the year, postponed. Curious.

GOOD PRICE FOR ISS '98

Konami's *International Superstar Soccer '98* for Nintendo 64 is priced £39.99, not £59.99 as printed in last month's issue.

SECRET CRASH 3 DEMO





There's a secret demo of *Crash Bandicoot 3* in *Spyro the Dragon*, and vice-versa. These demos are unique stages of their respective games, so the only way to play them is to buy both *Spyro* and *Crash 3* and set your hardcore gaming genius at work trying to find the demos.

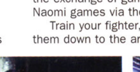
You might ask yourself, "Why am I doing this?", but it's the coolest secret since Romero's head on a stick in *Doom 2*.

[SEGA ARCADE BOARD ROCKS!]

Twenty software developers have signed up to make games for Sega's new arcade board, Naomi. The first games to be announced are *Dead Or Alive 2* from Tecmo, and Power Stone from Capcom.

Naomi shares technical specifications with Dreamcast, the only difference is that Naomi games run on higher resolution displays than a domestic screen (TV). You already know Dreamcast/Naomi is more powerful than Model 3, but the coolest deal is the exchange of game info between Dreamcast and Naomi games via the Visual Memory System (VMS).

Train your fighter, tune your car, whatever, then take them down to the arcade to prove their worth. Nice.







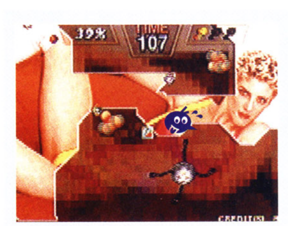
[POKÉMON POPCORN]

Nintendo are rubbing their hands yet again over the success of *Pocket Monster* in Japan. Over five million people have so far paid to see the *Pocket Monster* movie, making it the sixth biggest movie of all time over there. Did Pikachu scare off the T-Rex in *Jurassic Park*? We're not sure, but it's some performance! Expect to be avoiding this sometime next year in the UK.



[DOOM GENIUS FRAGGED?]

We heard a shock story this month, along the serious lines that John Romero, president of Ion Storm, and co-founder of id Software, had been shot dead! All kinds of tributes started appearing on the 'net, paying tribute to the long-haired one's mighty works. Then we found out that it was another guy by the same name who had suffered the injustice. John Romero of Ion Storm is still functioning in full effect on *Daikatana*!



↑ So when do we get to see Princess Daisy in a game like this, Nintendo? Ka-pa-paow!

[NINTENDO 64 THRILLS!]

The arcade system announced by Nintendo and Seta a year ago has reached fruition. The technology was unveiled at the recent JAMMA Show in Tokyo. It's called the ALECK 64, and its board is based entirely on the Nintendo 64 chip-set. Games produced for the board will also make use of the 3D stick – something the arcade scene has not seen before.

Something Nintendo 64 has not seen the likes of before is the first ALECK 64 game, *Vivid Dolls.* This is a two-player "adult entertainment" game in which you remove patterns to reveal naked girls, and you can collect secret keys to find bonus "Vivid Dolls" to add to your memories. *Vivid Dolls* is unlikely to make it to N64, but other games, such as Seta's as yet unnamed new racing game, will.


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PLEASE SEND YOUR LETTERS TO:

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COMPUTER AND VIDEO GAMES,
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THE ISLE OF DOGS,
LONDON E14 9TZ

WE DON'T DO PERSONAL REPLIES. JUST IN CASE YOU WERE THINKING ABOUT IT. SORRY.

E-MAIL US AT: MAILBAG.CVG@ECM.EMAP.COM

MAIL BAG

IN ASSOCIATION WITH COMET GAME ZONE

As the cold winter nights draw in, that crappy jumper you got for Christmas gets dug out of the wardrobe and soup sales go through the roof. But Mailbag remains the same, reliable source of opinion, humour and everything that's topical in the world of video games. Not like our weather, which is anything but reliable and never stays the same from one day to the next. Anyway, remember that unless you specify otherwise, we'll print all e-mail addresses of letters we receive.

WALK THE PLANK

Dear CVG,

When computer games magazines print warnings about the dangers of using pirated games, I used to think they were just saying that just to stop a games company losing money. But the truth is that they were right. I sold my PlayStation to help pay towards a PC, which I thought would be great as I knew people who could easily get me free games. I was given a pirated copy of *Tomb Raider 2* recently, which I thought was fantastic as I got it free. But when I installed it, I realised I was better off spending the cash on an official version of the game. Why? Because the quality of the pirate version was a pile of horse-cack! First of all, there was no music. Then I realised that the cut scenes had been left out, so I had no idea of the storyline. This made the game very dull. The main problem though was that my computer has started to crash frequently since I installed the game. I think I'll take more notice of what magazines tell me from now on.

Martin Cobb, Sherwood, Nottingham.

CVG: The reason you got such a duff game is because pirated versions are usually taken from unfinished versions of the actual game. Even less reason for you lot to use pirated games.

MORE PARENT AGONIES...

Dear CVG,

A few days ago, my mum did the most silliest thing ever. I had just bought an incredible Sony PlayStation and thought I didn't need my NES anymore. So I advertised it with two games for just £20.00. Apparently, while I was at school, someone rang up asking for it, so my mum naturally said that it was at our house and that he could come round whenever he wanted. When I came home from a hard day at school, to my horror my mum didn't sell my NES with two games, but she gave him the PlayStation complete with *Kula World* and *Wipeout 2097*. But the worst thing is, the bloke got it all for JUST TWENTY QUID!!!! Just watch your backs, cos your parents might be invaders who want to ruin your lives.

Joseph Kelly, Warrington.

CVG: Look on the bright side. Ed's mum sold his Commodore 64 and 100 games for £2. At least you made more money!

MR BIFFO CHOMPS SCROTE SCRAPINGS!

Dear CVG,

Have you heard what Digitiser were saying about the Sonic Team? They were saying that they hoped Sega weren't doing *Sonic Adventure* on Dreamcast because they think games like *NiGHTS* and *Sonic 3D* were rubbish. *NiGHTS* is awesome and *Sonic 3D* wasn't made by the Sonic Team anyway. Digitiser then went on to say that *Sonic 3D* was the last Sonic Team game (again, remember it wasn't by Sonic Team). Get it right, Digitiser – *Burning Rangers* (which they still haven't reviewed, and which you gave a fair mark) was the last one. They also said that *Sonic Adventure* sounded rubbish. Digitiser must pay for this insult to one of the world's best software developers!

Michael Bell, MBell40306@aol.com

ED: Here's a simple solution for everyone who's got a problem with Digitiser – don't waste your time reading it. And you're right, Michael – Sonic Team kick ass!

SOMETHING FOR DA HONEEEEZZ

Dear CVG,

I am a 13-year-old girl who until recently thought game consoles looked good but were a waste of money. About a week ago I was browsing through the magazines in my local newsagents and found CVG. I thought it was absolutely great and I am now saving up for a PlayStation!

Kelly Bond. No name and address supplied.

CVG: She must have seen pictures of our gorgeous selves in the editorial section.

... THEN TWO COME ALONG AT ONCE!

Dear CVG,

I am a girl game player. Yes – a girl game player! And I am sick of the boys telling me that girls are rubbish at using computers. In actual fact, we aren't.

I came 6th in the *Tekken 3* tournament in Namco World, beating at least 10 other boys in the process. I was also the only girl who bothered to take part.

Also, I don't see many girls' letters in your magazine. Is it because you are sexist, or is it because not many write in? I am as good as any boy game player at any game.

My point is that it doesn't matter which gender you are if you play games, it's how you play them. I am your biggest girl CVG fan.

P.S. I think Tom Guise is very cute.

Toya Wallen, Sydenham, London.

CVG: Oh dear. She fancies Tom Guise! If you heard his amazing dream or bowel stories, you'd soon be put off. As far as your gaming skills are concerned, we'd be the first to say girls can be as good as – or even better than – boys at games. But we don't hear of many.

NO, NO, NO, NINTENDO!

Dear CVG,

I'd just like to make a quick response to Shelly Friend, Nintendo PR Manager (who explained in CVG 202 that Nintendo's release schedule is still something to get excited about).

In the past three years, I have bought some 40 PlayStation titles, 30 Saturn games and only ONE Nintendo title (*Goldeneye*). I will admit that Goldeneye was superb and I myself voting it number one in the CVG All time 100 games list. However, the catalogue of cutesy characters and boring platformers (Mario and Banjo) just isn't good enough. The only game on the horizon that I might be tempted by is *Zelda*. That would be two games in two years. Dreadful!

Paul Bannon, Co. Donegal, Ireland.

CVG: It seems that not everyone agrees with you as Banjo Kazooie has rocketed to the top of the all formats sales chart and stayed there for a couple of weeks!

IMPOSSIBLE I TELL YOU!

Dear CVG,

I am writing to complain about the amount of Saturn coverage in your magazine.

For example *Radiant Silvergun* got 5/5 but you only gave it half a page, whereas *Mission:*

WIN A CONSOLE AND FIVE GAMES

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At Comet Game Zone you can try out the latest games on the top two consoles on the market - Nintendo 64 and PlayStation - before you buy them. Call 0500 425 425 for your nearest Comet Game Zone. See the Game Zone Top 10 (by format) each month in CVG and in Comet stores nationwide.





MEMORY LOSS?

Dear CVG,
A few weeks ago, I was in Blockbuster renting a game, when I spotted some memory cards going on the cheap. Thinking only of the price tag, I disregarded the fact that they were not official Sony products, but those of Joy Tech. How ironic that the company should be called Joy Tech when it bought me nothing but grief and anguish. Being a fool, I purchased two of these monstrosities for tenner, and thought nothing more of it. Upon returning home, I transferred a few saved games onto the new memory cards to give my Sony card a bit of room. Days later, tragedy struck as one of the cards was blank even though I had put some *FFVII* and *Vandal Hearts* saves onto it. I was not amused, so I gave it to my brother. For my next crime, for which I shall suffer eternal torment in the fiery pits of Hell, was to put my game of *Gran Turismo* on the remaining card, only for that to do a Houdini on me as well. Please find enclosed the offending material, which I destroyed with a hammer in a fit of rage. The moral of the story folks is to ALWAYS BUY OFFICIAL, or run the risk of being screwed out of your cash.
Robin Thomas, Gloucester.

CVG: Not only was it funny to see the actual smashed-up memory card arrive in the post, but also the fact that Robin gave the other dodgy one to his brother! How about that for family love!

Impossible got 2/5 and got three pages? Please explain.
Richard Ewing, Gainsborough, Lincs.

CVG: The problem with* Radiant Silvergun *is that it's never going to be officially released over here. So there seems little point in us taking up three or four pages on a game most of you will never get to see.* Mission: Impossible *was one of the biggest games around at that time, so it had to get the coverage.

DON'T TRY AND MANIPULATE US WITH YOUR LARGE BOSSOMS!

Dear CVG,
I am writing to complain about games makers' cheap way of exploiting customers by featuring female characters with unfeasibly large bossoms to sell their rubbish games. The result of this obsession with female body parts is that games developers can put more effort into creating the characters' breasts than the gameplay.
For example, would Lara Croft, from the hugely successful *Tomb Raider* games, have sold as well had she had a small chest, wore a jumper and baggy trousers?
The answer is obviously "No". So let's have more gameplay and less big breasts.

Yours overflowingly, The Red Alert Master, aka Gwilym John.

CVG: Whether gameplay always suffers as a result of big bossoms is hard to say – after all, Dead or Alive is a pretty cool fighting game. The Tomb Raider games are hugely popular, and it can't be just because of breasts. Developers who rely on big breasts usually make tits of themselves, because nobody buys their games.

THE CRAZIEST LETTERS IN THE WORLD... EVER! PART 6438

Dear CVG,
When are you going to do a feature on *New Japan Pro Wrestling: Toukon Retsuden 3*? It's an ace game on PlayStation import. The new *WWF* game sucks!!
Phil Nelson, Birmingham. <nelson@nelson.powernet.co.uk>

CVG: We're unlikely to feature it – unless it comes out over here or is popular on import.

Dear CVG,
Do u like nuts I do and I have a dog called biff from Gareth Row row row your boat gently down the stream.
<bob@mandat.globalnet.co.uk>

CVG: Spam this man!

Dear CVG,
I just wondered what your view is on the current emulation scene?
Chojin Kibagami <osaka-chojin@geocities.com>

CVG: Why would you want to emulate a current?

Dear CVG,
You've said before that playing Japanese rumble analogue compatible controllers with PAL analogue compatible games will cause a PAL PlayStation to blow up. I was wondering, what about playing Japanese/USA analogue rumble compatible games with the new English rumble analogue pad?
Jonathan Teoh, London

CVG: Using Japanese or American analogue rumble compatible games with the new English rumble analogue pad should be alright.

Dear CVG,
I think you're dead right to treat games as being 100% pure fun, instead of being like all those "serious" mags. We don't play games and start looking at the technical side of things – that's for people who are making the games!
Karl Kent, Lancashire

CVG: You're right there, Karl. Remember, we're the first mag in the whole wide world to treat computer games as fun.





You've watched his movies since you were a kid, and you've always wanted to be like him. Now you can. Activision is proud to present:

APOCALYPSE

This game has been in the making for years. Originally designed to have Bruce as the 'buddy' to the main character – you. But after a troubled development, now you *are* Bruce! *Apocalypse* is a 3D platform game of the *Smash TV* and *Robotron* kind, with the same twin-stick control system – the more you shoot, the merrier. And shoot is about the only thing you'll do in this game, but there's nothing wrong with that now, is there?

DIE HARD

A harrowing story of one man fighting to save mankind in the apocalyptic world of future. The man in question is Trey Kincaide – that's Brucie to you and me. This *is* the judgment day and Brucie has to fight rabid dogs, zombies in sewers, lots of "universal soldiers" and armoured vehicles. And that's just for starters! After he's dealt with all that, he has to face each of the four horsemen of the apocalypse. Will Bruce save the day again? Will there be a happy ending? Did you see *Armageddon*?

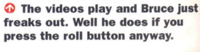
Shoot first ask questions later. Questions? Forget it – just shoot!

A building blows up. Bruce just smirks.

WITH A VENGEANCE

A cool thing happens in the open levels of the game, like the city streets for example. You get huge video screens blasting music videos when you get near them and the volume drops as you walk away. Bruce has never been much of a dancer himself, but he can't resist the opportunity to roll with it. Just kidding – he doesn't really dance, but there *are* music videos.





The videos play and Bruce just freaks out. Well he does if you press the roll button anyway.

DIE HARDER

Apocalypse starts with Bruce shooting his way out of a prison. At the beginning he is equipped only with a machine gun and a couple of smart bombs. Soon enough Brucie starts finding all sorts of fancy weapons that have limited use. Don't worry, they'll crop up again. So we've got flamethrowers – and zombies really don't like those. Then there are rapid green and wavy purple lasers, homing missile guns and rockets. Nice.



Run about, shoot things, shout wisecracks. Bruce is just perfect.

12 MONKEYS

Apocalypse isn't going to win the Nobel Peace prize or anything – it's pure mindless shooting action. But ask yourself one question: can you resist the opportunity to be Bruce?





THERE'S A NASTY LITTLE
BUG GOING AROUND
TOTAL 64 MAGAZINE
92%
64 MAGAZINE
90%
Buck Bumble
PESTICIDAL MANIAC
COMING SOON FOR THE N64
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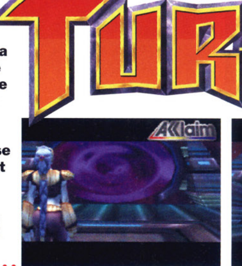




Little lost children need rescuing and big bad dinosaurs need blasting. You're the man for the job!

TUROK 2

Both the Nintendo 64 and PC CD-ROM versions of *Turok 2* are coming along very nicely now. The game should be finished in time for a full review next issue, but for now we're going to update you on some of the more interesting new features. As if the early Nintendo 64 version we previewed in issue 201 wasn't impressive enough, Iguana have become the first team to use the console's Jumper Pak expansion port to allow more memory to play with. And they've used the extra power to good effect, running the game in an excellent high-resolution mode to make the graphics look sharper than ever. Check it out!





NATURAL BEAUTY

Turok 2's graphics are particularly good now – even better than when we first saw the game a few months ago! Both the Nintendo 64 and PC CD-ROM versions have high-resolution graphics with all manner of fancy effects such as real-time coloured lighting and real-time shadows. The levels are also a lot more detailed now, with some fantastic architecture. Although the outdoor sections are all very foggy, they still look great, and seeing massive structures emerge slowly from the gloom can be very atmospheric.







The coloured lighting and subtle use of shadows makes everything look solid.

Set pieces such as these explosions at the start enhance the atmosphere.



In an ideal world you'll never see one of these guys this close up. Run away now!



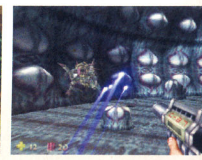
Ick! These disgusting little alien mites get everywhere. Wipe them out!



"HELP ME, TUROK!"

One of Turok's new tasks is to rescue captured children hidden around the game world. You'll hear their cries for help long before you see them, and you'll need to listen carefully to work out exactly where the sounds are coming from. You'll need to solve a fairly easy puzzle to get the kids out of their cage. It's well worth rescuing them just for the delightful "Thank you, Turok!" sound you get as you release them. Aaaah.





EVEN MORE WEAPONRY

Most of the weapons are now in the game, though the biggest and most impressive are yet to be completed. Here are a few more of the fantastic guns you'll get to use in *Turok 2*:

SCORPION LAUNCHER



This fires four missiles at once, which weave in and out of one another as they home in on a target.

TEK ARROWS



These stick in an enemy, charge up, then explode in a flash of blue light. Very powerful and very cool!

STANDARD BOW



Any arrows you fire can be collected and re-used, even when you have to collect them from a dead monster.

PLASMA RIFLE



Fires a bolt of green plasma which explodes on contact. This can send enemies flying through the air!

GRENADE LAUNCHER



The grenades bounce all over the place before exploding, and leave a yellow trail behind them.

FIRESTORM CANNON



This rapidly fires red bolts of energy. It looks especially impressive when used in dark rooms.



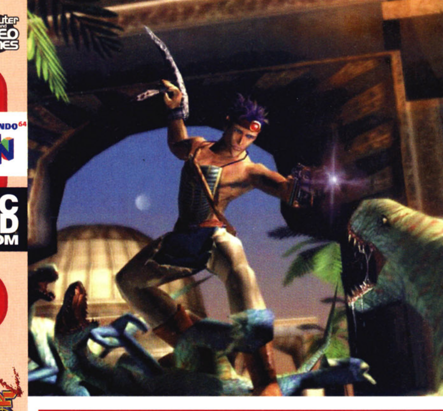


There's lots of blood, but you can turn it off if you find it too scary.



This is the PFM Layer. After a few seconds, the mines explode and send out streams of green plasma energy. Coolio!

The flamethrower looks great and is a whole lot of fun to use too. Enemies catch fire when hit with it!



MEAT-EATING... MEATOSAURUSES

There are a few new enemies in the latest versions of *Turok 2* as well. Some of them are regular dinosaurs, but most of them are strange alien mutants armed with some ferocious weapons. Don't bother finding out where they're from – take them down as soon as possible!

VELOCIRAPTOR



These standard velociraptors are extremely quick, and can jump onto your face from right across the room.

COMPY



The tiny 'compys' from the *Jurassic Park* movies run around in packs, swarming all over you. Little gits!

FIREBORN



These guys are quick, and run close so that they can swipe at you with the sharp claws on the end of their long arms.

JUGGERNAUT



A big, scary dude who wanders around looking for heroic indian warriors such as Turok to beat up with his giant sword. Beware.

ENDTRAIL



This big mutant stomps around, using his hand-cannon to lob green laser shots at you. Keep moving and fire back!



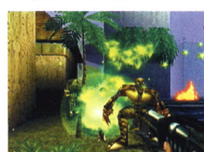
Each enemy casts their own shadow which moves around on the floor as glowing shots fly past. Tasty!

PC POW-WOW



The PC version of *Turok 2* is coming along very nicely too, and uses various graphics accelerator cards to the max. All the PC game's features are the same as the Nintendo 64 version, apart from the multiplayer mode, which lets up to eight people play at once through a local network or over the internet. Also, using a mouse and keyboard combination to control Turok himself gives the game a slightly different feel.







The high-resolution mode makes *Turok 2* one of the best-looking console games yet seen. The final version should be even better!

KRIS KROSS'LL MAKE YA... JUMPER! JUMPER!

To get *Turok 2*'s impressive high-resolution graphics running on the Nintendo 64, Iguana have taken advantage of the console's as yet unused Jumper Pak expansion port. The Jumper Pak will come with the game (included in the proposed £39.99 price), and will fit in the port under the flap on top of the machine, in front of the cartridge slot. The extra memory it gives the console means that the game runs in a lovely high-resolution mode, with far smoother movement than would normally be possible!

BEFORE



You can see the difference the Jumper Pak makes from these pictures. The textures are far better with the add-on.

CVG NO SPEAK WITH FORKED TONGUE

Turok 2 is very nearly finished, so we'll certainly have a final reviewable game ready for next issue. It's looking great already, but it'll be interesting to see how well the finished article plays.

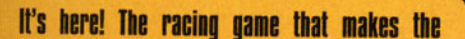
IT MAKES THE REST LOOK TAME





CHEETAH LION COBRA

" Looks a peach and the mad battle-racing is a riot." PlayStation Power



others look like a drive in the park. Half animal, half machine these cars are ready to rip the road to shreds. In a no holds barred adrenalin charged speedfest, you can take on 4 players on split screen on the PSX and N64 with multi player mayhem on the PC. Dual Shock Compatibility, staggering 3D graphics and sheer driveability make S.C.A.R.S. a game that will really leave its mark.



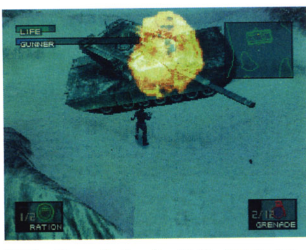
NINTENDO 64









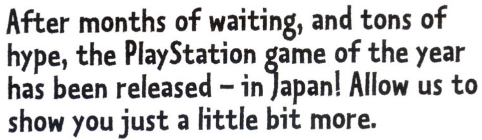


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WINTER RELEASE	1 PLAYER

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- NO OTHER VERSION PLANNED
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After months of waiting, and tons of hype, the PlayStation game of the year has been released – in Japan! Allow us to show you just a little bit more.



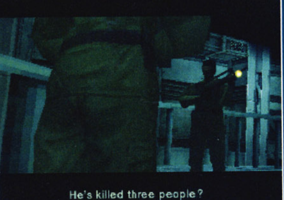
For those that arrived late, here's the story so far. Terrorists have stolen a nuclear weapon and infiltrated a top-secret military installation in Alaska. The terrorists have identified themselves as Foxhound, a special troop whose members received gene therapy. You are Solid Snake, an ex-Foxhound member who must now combat his old colleagues. You have 24 hours to infiltrate the base, eliminate the terrorists and disarm the nuclear missile. Are you feeling lucky?

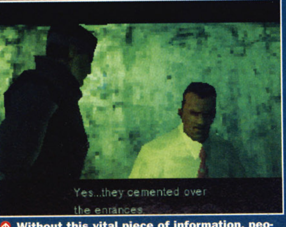




DON'T CALL US, WE'LL CALL YOU

We've been inundated by calls and mail at the office by hundreds of you who have already bought the game on import. All we can say is, if you don't know Japanese then don't buy it. You're spoiling not only the game, but one of the greatest game stories ever told. The dialogue and information that other characters in the game share with Snake is both extensive and vital in some sections for progress. Without the dialogue you're only getting half the game – seriously. Real-time cut-scenes can last up to 10 minutes as Snake learns new information.





↑ Without this vital piece of information, people playing the Japanese game have got stuck.



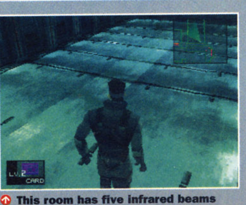
A WHOLE NEW WORLD



Not only is the military base you're trying to infiltrate full of heavily armed guards, but the quieter corridors and rooms could be host to some well-concealed booby-traps. The first you'll encounter are trap-doors concealed in the floors of a very innocent-looking room. There are also alarms triggered by infrared beams littered around the base. If you make a habit of checking a room out with thermal goggles, all these traps can be easily negotiated.







↑ This room has five infrared beams moving at intervals. Tread carefully.



LA MISSILE NIKITA

In our interview with the game's director, Hideo Kojima, in issue 201, he told us how he's influenced by films, and that one of his favourite directors is Luc Besson. You won't need to look hard in the game to find the proof. The Nikita missile is a homage to Luc Besson's film of the same name. It's a remote-controlled missile that can be directed from overhead or first-person views. It also travels very fast and turns sharply, so you'll need practice to guide it to a chosen target.




Resident Evil revisited? The story is just as good.



Guide the missile with a first-person view. Watch out for the security cameras.






Plant C4 on the guard's back...

...and watch the fireworks!

BEL BIV DEVOE AND NEW ADDITIONS

We have learnt from our friends at Konami that there are plans to include some extra features in the Western version of the game that are absent from the original. The first addition is a ranking mode. Although details of how this will work still haven't been finalised, we believe it will work in a way similar to *Resident Evil 2*, with a score table showing how long it took to complete the game, and how many saves you used. Unlike *Resident Evil*, there won't be any secrets unlocked for finishing the game in a certain time.

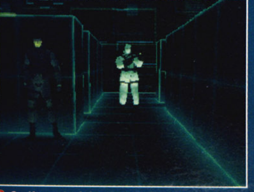
The other addition will be different difficulty settings. Again, details of how this will be implemented haven't been finalised, but Konami are looking into the possibility of reducing Snake's health, or perhaps increasing the guard's field-of-vision.



BACK TO SCHOOL

We thought the opening section of the game was perfect at allowing players to get to grips with the control system of *Metal Gear Solid*. Obviously not, because Konami have included an incredible VR training mode. Consisting of 10 levels, it allows you to learn how to stay concealed and evade guards. Complete the 10 simple levels to unlock a time attack mode.

Complete this and you'll access even more modes. And given that there is another option on the menu screen labelled "special", with details about the original Metal Gear games, these aren't the only secrets the game is likely to offer.



On these training levels, you aren't allowed to fight the guards. Wait 'til later.



A few levels later, you become a one-man killing machine who remains undetected.

Are you looking at my... never mind. While you're in the toilets, stand next to the hand dryer, it actually works!

WHILE YOU ARE WAITING...

If you can't wait any longer to sample what all the fuss is about, you'll be pleased to know that you get a two-level playable demo of *Metal Gear Solid* bundled with *ISS Pro '98*. We'll bring you more action next month.



70% COMPLETE

PlayStation / PC CD ROM

RACING GAME | BY CODEMASTERS
NOV RELEASE | 1-2 PLAYERS

- PLAYSTATION AND PC PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY CODEMASTERS TEL 01926 814132

Don't let the name fool you – *TOCA 2* has a lot more to it than just touring cars!

TOCA 2 TOURING CARS™

While Formula 1 races gradually get less and less exciting – with the odd exception – Touring Car has recently got a lot more exciting. As well as new rules, such as compulsory fuel stops and tyre changes, the legendary Nigel Mansell joined the Ford Mondeo team for some of the most entertaining races in years. Codemasters' original *TOCA Touring Car* was a top seller last Christmas, and they're not simply boshing out the same game again this year. *TOCA 2 – Touring Cars* has tons of new features, and here's our first proper look after playing early versions on PlayStation and PC.



The weather effects are very realistic too. As before, wet tracks reflect the cars' brake lights.

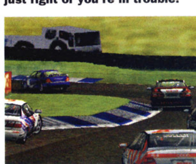
COOL CARS

Even though the game is called *TOCA 2 – Touring Cars*, there's a lot more to it. As you'll know if you've ever been to a real Touring Car race, there are lots of support races before the main event, and *TOCA 2* features some of them. As well as all the 1998 British Touring Car Championship cars, you can race in a Formula Ford, Jaguar XJ220, TVR Speed 12, Lister Storm, AC Superblower Grinnall Scorpion (the cool 3-wheeler), the awesome Ford Fiesta, plus more yet to be announced!

Pit stops are very important in *TOCA 2*. Make sure you time them just right or you're in trouble!



The Formula Fords aren't very big, but will move at a fair old speed if you push them hard enough.



This PC screenshot shows how realistic the action looks from a low TV camera-style view.

TOTAL DETAIL

TOCA 2 is going to be a lot more detailed that the first game, with especially cool damage effects. Pieces of the cars will come right off, such as wings and bonnets, plus windscreens shatter and even show raindrops and tiny bugs splatting onto them! This level of detail continues in the courses themselves, with nice touches such as a flock of pigeons flying off when the noisy cars approach.

TAKE TO THE STREETS

As well as a big collection of extra cars, *TOCA 2* has all-new race tracks on top of all of the real-life BTCC courses. In the final game you'll be able to drive around a Scottish loch, an American city, a German town, the French Alps, English A roads, and more. These stages should feature multiple routes as well, making the game far more varied than before. On top of all of the proper race tracks, a test track will be included which will have areas where you can try out and master your cornering, skidding, braking, and various other skills.

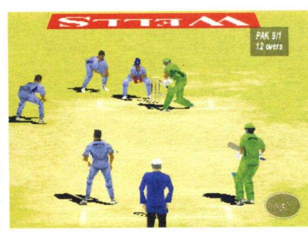


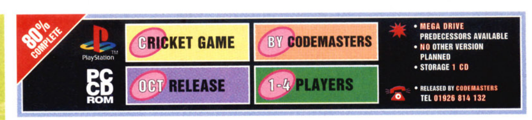
In the PC game, you can clearly see the drivers bobbing around inside the cars! Very impressive.



ROLLING START!

When we get a more complete version of the game, we'll cover it in a bit more detail, – hopefully next month. As it's due for release in November, we should be reviewing it in full before too long.





Aaahh, cricket. The crack of leather on willow. The shouting of drunken yuppies. Lots of staring at giant sheets of drenched tarpaulin. It doesn't get better than this!





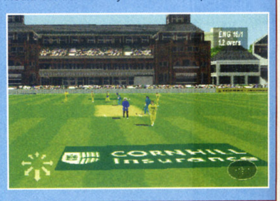
Although most people will say that they hate cricket if you ask them, there's always been great demand for video game simulations in this country. As soon as the original *Brian Lara Cricket* was released on the Sega Mega Drive it went to number one in the sales charts and stayed there for 10 weeks! Codemasters are the only team who've ever managed to get the right balance between accuracy and entertainment, and it looks as though this latest version is going to be the best yet. Everything a cricket fan could want is included, as well as plenty of features to attract even those who've no idea what a googly is.

THE BATSMAN'S HOLDING, THE BOWLER'S WILLEY

Brian Lara Cricket is made all the more exciting for cricket fans because it contains the real names of more than 240 international players from all around the world. Each player has detailed statistics so that they play like their real-life counterpart, and the 3D models are varied enough to make it possible to spot certain players straight away. You can play on more than 40 real grounds from around the world, including an accurate representation of the Home of Cricket – Lord's (although the impressive new Media Centre hasn't yet been added).









Test. Lords
ENGLAND - 1st Innings

M.A.Atherton	b S.M.Pollock	17
M.A.Butcher	b A.A.Donald	6
A.J.Stewart	b S.M.Pollock	0
N.Hussain	c A.C.Hudson b A.A.Donald	4
G.P.Thorpe	c Lords b A.A.Donald	0
G.A.Hick	run out	18
M.A.Ealham	run out	4
R.D.B.Croft	b S.M.Pollock	0
D.Gough	c & b A.A.Donald	67
D.W.Headley	c A.A.Donald b S.M.Pollock	8
A.D.Mullally	Not Out	47
Extras	lb 0. w 0. b 0. nb 0	0
Fall - 11. 14. 23. 23. 33. 37. 37. 63. 95. 171		
Total	all out	171

STATS INNS

Gough's 67 saves England from yet another batting collapse.

Owzat! A thin top edge to the 'keeper and it's all over.



"...AND WE'VE HAD A LOVELY CAKE SENT IN..."

To make the game extra-realistic, Codemasters have got real-life BBC cricket commentators Geoff Boycott and Jonathan Agnew to provide the commentary. Before each match, the two commentators chat about the performance of the two teams, as well as the condition of the pitch. Their conversations are very natural, and fit the action very well indeed.



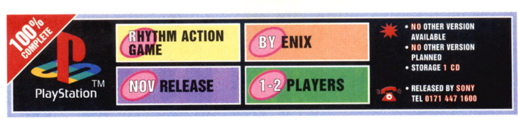
Before a match, Geoff Boycott even does his famous 'key test' to show the pitch condition.



PLAY WILL RESUME AFTER LUNCH

Brian Lara Cricket is due for release towards the end of November, so Codemasters are going to be working hard to smooth out bugs in the gameplay in time. The game's already a lot of fun to play, and should be a winner when it's completely finished. Hopefully we'll have a review next issue.





Prove that you've got rhythm, prove that you've got the moves, prove that you're the greatest dancer.

Bust A Groove

Imagine a fighting game without any punches or kicks being exchanged – just two dancers on the screen exerting energy of a more positive kind. *Bust-A-Groove* is a game of long combos, mad music and, most importantly, rhythm. The dancers prove who's the best by engaging in bouts, backed by the beats of techno, hip hop and some bizarre Japanese stuff. All you've got to do to witness the action is tap your fingers.



Shorty attacks opponents with sweets.

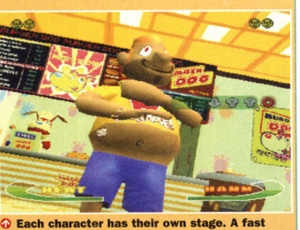


Is this the most vain victory pose ever?

WIND YOUR BODY, WIGGLE YOUR BELLY

Your purpose in *Bust-A-Groove* is to prove that you're the best dancer. You do this by dancing in heats against rival dancers. Just like a fighting game, you must defeat all the other opponents by proving to the judges that you're the best. Visit each rival's stage, and prove you can groove to their tune even better than they can. Out-dance all the other competitors, and you move onto the mysterious final boss.





Each character has their own stage. A fast food resteraunt is home to Hamm and burger dog!

AND THE BEAT GOES ON

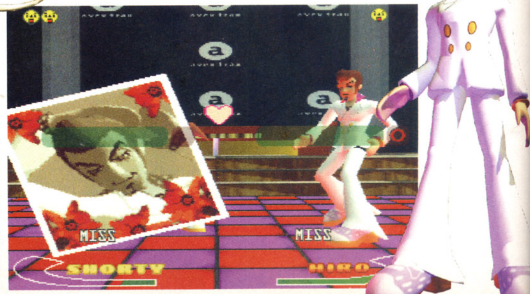
To get your dancers moving, you need to pay close attention to the beat. The beat is displayed on the screen as a green bar. The bar flashes in time to the beat, on the fourth beat the bar flashes red and you must input a final command. Miss the input on the fourth flash and your dancer loses his or her rhythm. And to get your dancer performing some mad steps, you must input combos before the fourth flash.



If you haven't got rhythm stay well away from *Bust-A-Groove*.

Heat causes a disco inferno with his special flame grill attack.





ALSO KNOWN AS THE FLINTSTONE FLOP

The dance moves available to you are displayed on the screen. These start off simple. If you perform the moves correctly, a gauge at the bottom of the screen will fill up. Once this has reached a certain level, the moves available will be displayed in pairs. One move will be simple, the other slightly harder. If you choose the tougher move, the next selection will be even more complex. As you'd expect, the more difficult the combo, the cooler the dance move.



Complete a huge combo and Chillin'! appears. More points from the judges for being this good.



Two choices of moves. Which should you take? The more complicated one of course! No slackers here!

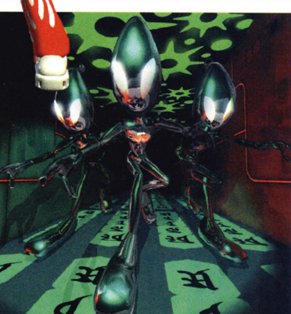
Heat shows his best moves, then adds a finishing Freeze!! move at the end. You can tell he's doing well by looking at the position of the camera.

WIGGLE IT, JUST A LITTLE BIT

Remember this is a contest between two dancers. So how do you know how well you're performing? Simply by the position of the camera. The camera will concentrate on the better of the two dancers. When the music stops, whoever the camera is concentrated on is the winner.



The animation for all the characters is very impressive.





Activate Fever Time. A reward for dancing well, your character will give you a special little show.

I DON'T WANNA DANCE

If you find it too hard to keep up with the cool moves of your rival. What you need to do is put them off. You have two chances to do this in each dance. Instead of pressing a cross or circle on the fourth beat, press triangle to hinder your opponent. If your attack is successful, your opponent will lose the beat, and have to start their combo sequence all over again. These attacks are blockable however, so be careful when you use them.



Go on Shorty – Bust-A-Groove!



A sealed chamber is Gas-O's special attack. If you see him attempting a special, dodge it.



Some attacks are cuter than others. Like Hamm's giant Hamburger. Mmm... looks tasty.

YOU SHOULD BE DANCING

Bust-A-Groove is a lot of fun, and the dancers' animation is some of the best around. We'll bring you a full review next month.





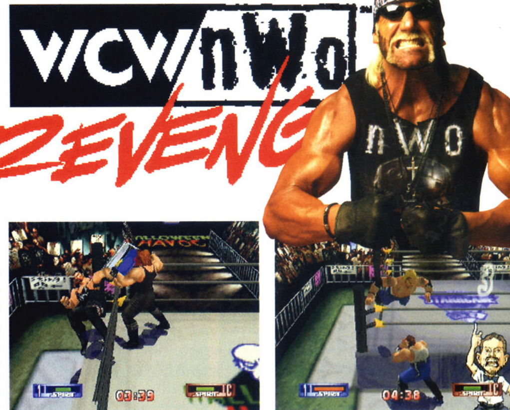
80% COMPLETE

NINTENDO64

WRESTLING | BY ASMIK
NOV RELEASE | 1-2 PLAYERS

- WCW VS NWO RELEASED NOT LONG AGO
- PLAYSTATION VERSION PLANNED
- STORAGE 128MB CART
- RELEASED BY THQ TEL 01483 767 656

Those men with mullets, masks, assorted facial hair and ludicrous names are back!



There was a time when wrestling games were ridiculed. Not any more. Since the original *WCW* game on the N64, it seems wrestling has caught up with the rest of the fighting pack. Whereas in previous games you could only face one opponent at a time, this game allowed four. It also added lots of moves, ring-outs and weapons! Since then, *WWF Warzone* has come along and challenged its supremacy. So now the *WCW* boys are going to fight back. Put your pants on – it's time for *Revenge*!

By reaching into the crowd you can get objects like chairs, and pieces of wood.

It's now a lot easier to launch yourself from the top of the turnbuckle.

ROYALE WITH CHEESE





The action cuts to the new opponent running to the ring.

Remember to watch your back in this mode. Hit out at all three opponents and you could have a tough time on your hands. Just throw them all over the ropes. Easy!

One major new improvement for the sequel is the Battle Royale mode. Up to 40 fighters can now compete. Although no current machine has the power to feature all wrestlers at once, Revenge does the next best thing, by having them come out in turn, for one super-long continuous fight. Every time a wrestler is eliminated, another takes their place. As you start this challenge as one of the original four wrestlers, you've got a fight on your hands. If your chosen wrestler is eliminated, luckily you can control the next wrestler who's introduced.

A HELLACIOUS MOONSAULT

Another new feature for *Revenge* is the option to play as one wrestler for an entire season. This includes your wrestler appearing on the TV show, *Nitro*, competing in special pay-per-view events like Bash at the Beach and Starrcade. Plus, you get the chance to compete for the Championship belts. The game now features realistic wrestler entrances and their own theme music. There's also the added attraction of wrestlers arriving at ring side to interrupt bouts.

MUCHO MACHO



Some wrestlers are accompanied to the ring, you can beat them up as well.

A Hellacious Ballbag Reversal. Surely this shouldn't be allowed. Ref?

So what else is new? Well there's now over 80 wrestlers, and thanks to battery back-up, you can keep an eye on the win, lose and draw records for each wrestler. An instant replay feature can cut into the action if you pull off a big move, and of the moves themselves – there's more than 300 of them for each wrestler. Add secret characters and weapons, plus much smoother animation and graphics, and THQ should have another hit on their hands.

PANT IT BLACK

WCW/NWO Revenge is looking very tasty indeed. We'll bring you the full skinny as soon as we get our hands on a finished version of the game.


NEW
CYBERMASTER
LEGO LEGO LEGO
The combination of LEGO® Bricks & PC's provide the ultimate opportunity to create your own Robots!
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You can build, fight and even control your robots personality and behaviour.
Bricks,gears, wheels, motors and even touch sensors to help you build and create lots of different intelligent robotic vehicles.
Talking Robot!
System Requirements:
To operate 8482 LEGO TECHNIC Cybermaster you need a:-
Pentium 90 Mhz PC 16 Mb RAM.
4 x CD ROM drive.
Windows 95 40 Mb free hard disk space.
Speakers and a free serial port.
1 Mb graphics card.
Sound card (graphics and sound cards must be X compatible).
You will require six 1.5 Volt batteries for your mobile unit and one 9 Volt power pack battery for the Tower Unit.
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PlayStation



- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY CAPCOM TEL TBA

Can any other game de-throne *Tekken 3* as the King of PlayStation fighting games? Ready to take on Namco's mighty game is the contender from Capcom – *Rival Schools.*



Yes, *Rival Schools* does have Dragon punches and Fire Balls. OK they both star school-girl Sakura. But that's where the similarity with *Street Fighter* ends and *Rival Schools* comes into its own. Combining pretty slick gameplay with more modes and options than you can shake a stick at – not to mention a feature that enables you to 'grow' your own character – *Tekken 3*'s crown might not be that safe after all...

TAG TEAM BATTLE

Choose two characters from a total of 20 and set out to defend your schools against the *Rival Schools*. But unike Capcom's other team battle systems, you can't switch fighters midway through a fight and can only alternate between the two after a round has finished. This doesn't mean that your choice of partner has no affect on the fight though if she or he is taking a break from the action – each character has their own individual Love and Friendship. For example, if your partner is Tiffany, she will dash on to the screen, plant a kiss on the current fighter and replenish a little of the energy bar! So choosing your partner carefully is a very important strategic decision.



Love and Friendships vary from Tiffany's Hugs & Kisses to this, Akira's 13-Hit punch fest!



LOVE AND FRIENDSHIP

A stock guage is added every time you attack or take a hit. When guages are stocked, you have two options: Use up one stocked guage to perform a Super Combo, or use two stocked guages to use the Love and Friendship. By pressing the strong punch and kick simultaneously, your partner will come and lend you a helping hand. The types of Friendship varies from character to character and they include the likes of straightforward super attacks to energy replenishers.





Here comes Tiffany to show Kyosuke her unique way of cheerleading!



Hinata's five-hit combo sends Natsu flying into the stands!



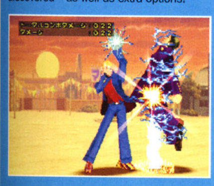


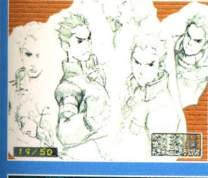
A football game and a beat'-em-up rolled in one?! Incredible!



ARCADE DISC

The *Rival Schools* package comes on two discs: the 'Arcade' disc and the 'Evolution' disc. The Arcade disc is the standard arcade game with cut scenes between the fighters before and after fights to add atmosphere to the storyline. The usual modes of play, such as Versus, Team Battle, and Image Gallery are included. Extra characters have been added to arcade original of 16. There are also an additional four secret fighters waiting to be discovered – as well as extra options!

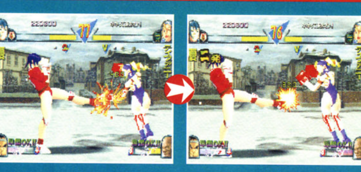






Could Akuma be a hidden fighter?

STINGING LIKE A BEE










The *Rival Schools*' combo system has to be the simplest and the most forgiving that Capcom have ever devised. Tap either weak punch or kick twice, followed by a strong punch or kick, then a direction on the D-pad, plus a strong attack, for an instant chain combo. A special move can be tagged on the end or even a *X-Men* style floater to start an air chain combo! Very user friendly, even for beginners, but could prove to be a bit too restrictive for the hardcore *SF/KOF* players.

EVOLUTION DISC

The Evolution disc may sound like a novelty but in fact, it's quite an absorbing mixture of character-creating, adventure, sub games as well as a PlayStation only version of *Rival Schools*.

The main aim of the Evolution disc adventure game is for you to "live" a year in the shoes of a rival school's student and try to become the top dog at that school.

First you must enroll your student into a high school of your choice, then decide its name and looks. From there you will meet a host of characters, ranging from the likes of fellow students like Sakura and Hinatsu to the hot blooded PE teacher Hayato Neketsu. And, depending on how you interact with them, they'll either become your ally or your enemy.

Succesfully completing a sub game will enhance attributes, such as stamina, as well as give your character more special moves to choose from.

Score as many points as you can during Natsu's mini game to get more punching power.



'Laugh at my tracksuit and I'll chop off your head, and spit down your throat!'

PLAYSTATION EXCLUSIVE

The chain combo system has been tightened up for the Playstation exclusive version, so big combos become harder to achieve. But more importantly, you can pit the characters you create in the adventure mode by selecting them instead of the "established" fighters! Other modes have been added, such as league and four-player team battle.

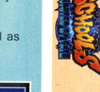
CREATE YOUR OWN CHARACTER

Almost all the characters in the game are based on high school students in Japan, from the likes of biker gangs to baseball players. And this was a key point that Capcom relied on to make the characters popular with the Japanese punters. How they will fare with the British public remains to be seen but the option of being able to create your own characters is a plus in anybody's books.



KEEP YOUR EYES PEELED!

A polished package, but it's in for a hard time against *Tekken 3*. With the additional Evolution disc and the huge amount of modes and options though, it could still hold its own in the crowded PlayStation beat 'em up market. Find out in the CVG review very soon!





100% COMPLETE

PC CD ROM

GRAPHIC ADVENTURE	BY LUCASARTS
NOV RELEASE	1 PLAYER

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY ACTIVISION TEL 01895 456700

From the company that brought you *Monkey Island* and the creator of *Full Throttle* and *Day of the Tentacle*. Introducing this year's graphic adventure masterpiece...

GRIM FANDANGO

LucasArts, the company famous for producing the best adventure games in the business, is at it again. But this time, they're changing the rules. The cartoony look of old has been ditched, and for their next big release at least, they're doing things in 3D. A cocktail of different influences – ranging from Art Deco to Mexican and Aztec designs – give *Grim Fandango* its unique style. When it comes to plot and humour, well that's all LucasArts's own.

DEAD MEN DON'T WEAR PLAID

The game is set in the Land of the Dead. You play Manny Calavera (very Humphrey Bogart), travel agent at the Department of Death. His job involves selling package deals to souls on their four-year journey through the afterlife and towards eternal rest. Manny's got problems though. The afterlife is full of schemers, double-crossers, bad guys and femme fatales – and guess who's caught up in a conspiracy, slap-bang in the middle of this bunch?

The Land of the Dead looks very stylish.

I'VE GOT A GOLDEN TICKET

Manny's problems revolve around tickets. Stolen tickets. In the afterlife, you get given a ticket when you die. If you've led a good life, you get a first-rate ticket. This entitles you to a mode of transportation through the afterlife, like a car or train. If you've been bad, you have to walk. Manny used to be a reaper, but when a woman named Mercedes Colomar walks into his "life", he discovers a world of corruption, and stolen tickets.

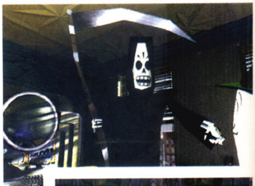




Mercedes is the best-looking skeleton in the whole game.

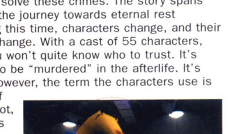
Ms Mercedes Colomar, are you trying to seduce me?





THE DAYS OF OUR LIVES

Grim Fandango features hundreds of puzzles, as Manny tries to solve these crimes. The story spans four years, as the journey towards eternal rest unfolds. During this time, characters change, and their relationships change. With a cast of 55 characters, this means you won't quite know who to trust. It's also possible to be "murdered" in the afterlife. It's not a killing, however, the term the characters use is "sprouting" – if someone is shot, the victim turns into a heap of flowers!



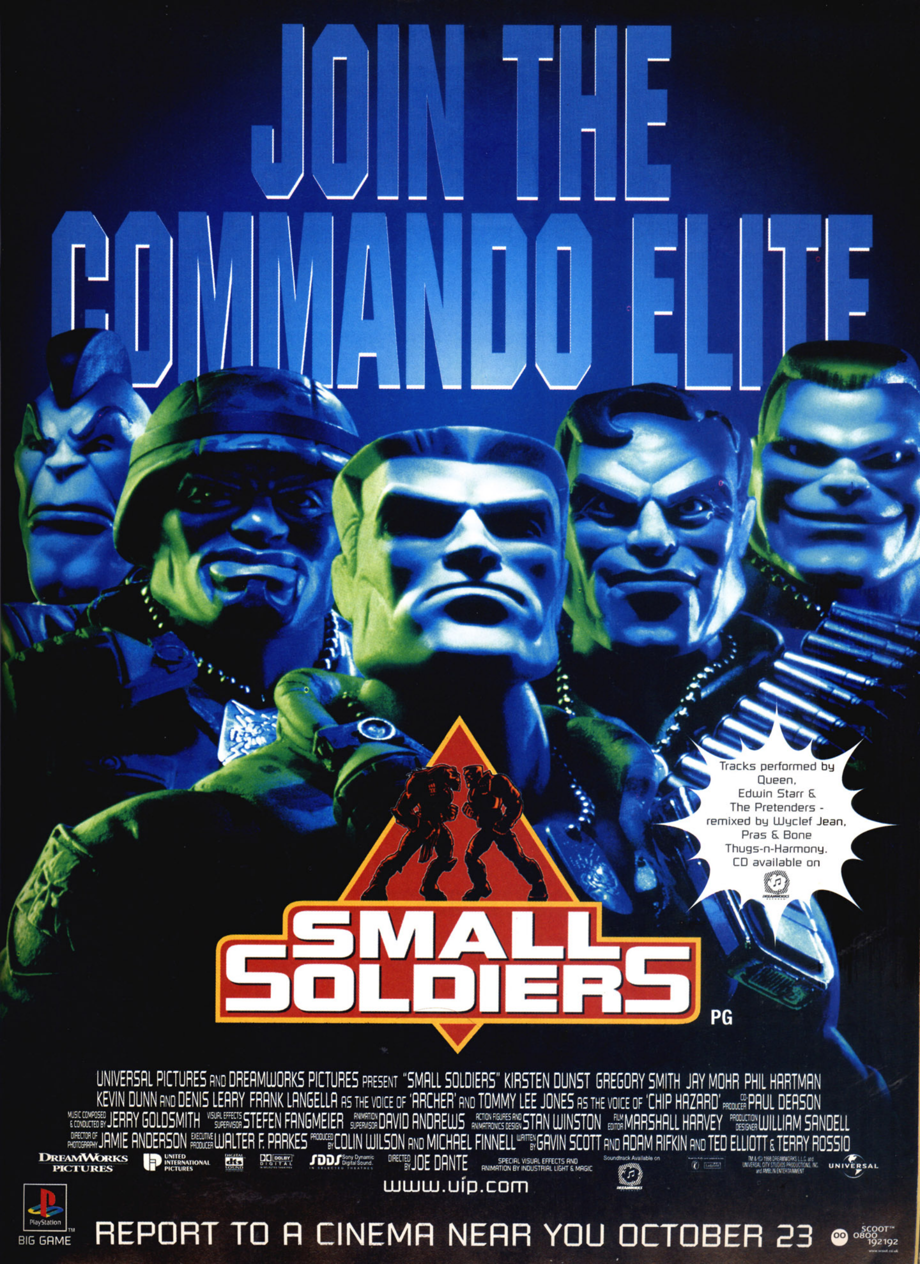
That big orange thing is called Glottis. He's Manny's driver and mechanic.



GRIM AND BARE IT!

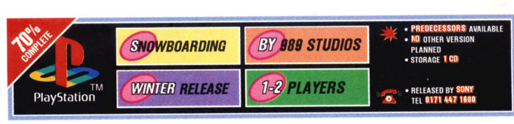
This is one eagerly anticipated game. From what we've seen of it so far, it doesn't look like it will disappoint. A review, very soon.





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Tracks performed by Queen, Edwin Starr & The Pretenders - remixed by Wyclef Jean, Pras & Bone Thugs-n-Harmony. CD available on
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PG
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DIRECTOR OF PHOTOGRAPHY JAMIE ANDERSON EXECUTIVE PRODUCER WALTER F. PARKES PRODUCED BY COLIN WILSON AND MICHAEL FINNELL WRITTEN BY GAVIN SCOTT AND ADAM RIFKIN AND TED ELLIOTT & TERRY ROSSIO
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The oldest snowboarder on the block is back. Boasting an all-new look, and all new modes of play.



Cool Boarders may have been the original snowboarding game, but since then it's been eclipsed by the incredible *1080° Snowboarding* on the N64. In an attempt to turn the tables, Sony have hired a new development team to improve the look and style of the game. They've also made sure that the third instalment makes full use of analogue and dual shock features. There are so many changes and additions, virtually the only thing in common with the previous games is the name!

Don't hit that piste basher. A little touch to make the game look a lot more believable.

NOW WITH LESS GLITCHES!

The immediate difference in *Cool Boarders 3*, compared with its predecessors is, of course, the look. *CB3* looks a lot neater. It may not be as fast in places, but you get a lot less pop-up, and the snow no longer has "seams". If you've played the previous games, you'll quickly realise a big difference as you head down the first slope – there's now a lot more to do. Ramps, cars and long rails litter each course. Tricks rule the day, but only depending on which event you're competing in.




If they're going to park here, why not!



This log isn't much wider than a board.



Big air on display here, but not much else. Tricks are still a very important part of *Cool Boarders*.

GO JUMP OFF A CLIFF

The game is spread across five different mountains including Mount Everest. There are six different events to compete in. From the straightforward Downhill and Slalom to Half-pipe. Each mountain is home to six separate courses for each event. *Cool Boarders* games are full of secrets, and already *CB3* is no exception. One secret course has you trying to outrun an avalanche!



The trees look a lot more realistic compared to the original game.



There's now a punch button. Why?

ALLEY-OOP'S GONE FUNNY

Another difference for this year's outing is the control method. Tricks are performed in a similar way to *1080°*. Instead of the button and shoulder combos of its predecessors, *CB3* uses the directional pad and holding down buttons to perform tricks. The results end up being similar to the original, but this way allows for more variety.

SLOPEY SECONDS AND THIRDS

Cool Boarders holds a soft spot in our hearts, but it's going to take something very special to come close to *1080°*. We'll find out how close *CB3* gets soon.

To win one of these great prizes just call the telephone number shown and follow the instructions. Most competitions require a tone phone.

Instant Win Competitions. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. Instant Win competitions have multiple choice questions plus a game to decide if you are an instant winner. The Pop Five-0 has 10 questions and each question is worth between 1 to 10 points and to win a prize you must beat a target score.

Other competitions involve multiple choice questions with tiebreaker and end on the 30th November 1998, after which they may be replaced by a similar service on the same number. **Calls to these numbers cost up to £3, so it is important that you ask permission from the person who pays the phone bill.** If you would like a copy of the rules or a list of winners' names, see our web site www.InfoMedia-Services.co.uk or send a stamped addressed envelope to the address below. If you win an INSTANT WIN prize send you claim to **InfoMedia Services Limited** 'Claims Dept'. PO Box 28 Northampton NN1 5DS. Helpline: 01604 732028. Winners Line: 0839 404000. **www.InfoMedia-Services.co.uk**





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Be Glenn Hoddle and lead England to the World Cup Final. Plus a PlayStation to play it on!

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PLUS a whole bunch of other instant win prizes if you score 3, 4 or 5!





SUPERCOP!

Arrest all SIX Bovver Bruvvers and win a Super choice of prizes...

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INSTANT WIN!

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85% COMPLETE

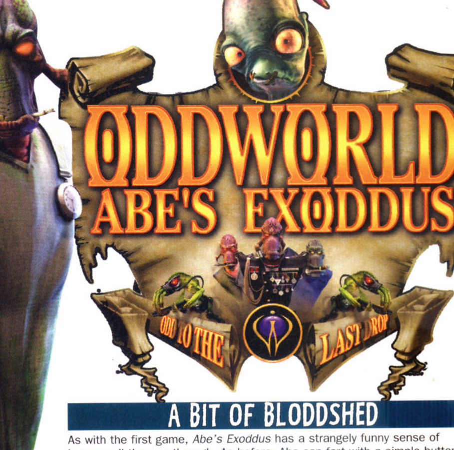
PlayStation PC CD ROM

PLATFORM	BY ODDWORLD INHABITANTS
NOV RELEASE	1-2 PLAYERS

- PLAYSTATION AND PC-CD ROM PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 2 CDS
- RELEASED BY GT TEL 0171 565 7300

We all went crazy over Abe and his Mudokon pals in *Abe's Oddysee* last year, but now he needs your help again!

In the first Abe game you had to save the Mudokons, Scrabs, and Paramites from being made into snack foods for the evil Glukkons. This time around, they're using enslaved Mudokons to dig for the bones of their elders which are to be ground down and made into a popular Glukkon beverage – Soul Storm Brew! Abe is visited by spirits who give him the task of rescuing the Mudokon workers, infiltrating the brewery, and stopping the Glukkons once and for all. Get ready – *Oddworld* needs you!



Watch out for laughing gas as it drives Mudokons mad!

Looking after six Mudokons can be tricky.

A BIT OF BLODDSHED

As with the first game, *Abe's Exoddus* has a strangely funny sense of humour all the way through. As before, Abe can fart with a simple button press, but there's now an all-new comedy situation you'll deliberately end up getting into – slap fights! On occasions you'll come across Mudokons who are completely out of control, often because of laughing gas. To stop them running about giggling like fools you need to give them a good slap in the face! Normally this'll bring them round, but don't go over the top or they'll fight back, resulting in a bundle of Mudokons slapping each other in the chops until someone starts apologising or even dies! Cool.



THE INTRODDUCTION

The game starts with another extremely impressive introduction sequence, mixing incredible rendered animation with detailed hand-painted scenery. It shows the evil Glukkons forcing Mudokons to dig for the precious bones with their eyes stitched shut so that they never see what they're mining, then Abe having the evil plot revealed to him by some helpful Mudokon spirits. Abe and his pals then follow a train full of bones to the Soul Storm factory, get separated, and start their adventure. As before, rendered sequences will pop up throughout the game to link sections together and expand on the storyline, and there's no doubt that they'll be as fantastic as the first game's.



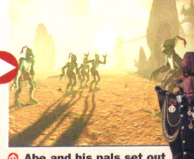
The blinded Mudokons are working away in the mines.



At a party in Abe's honour, he falls and knocks himself out.



In his dream, Mudokon spirits explain the Glukkons' plan.



Abe and his pals set out to rescue the Mudokons.



POSSESS NEW BODDIES

Abe has the magic ability to possess the bodies of other creatures, then make them do whatever he wants. In *Abe's Oddysee* it was only possible to possess the Slig guards, but now there's a wider range of species to control, each with their own selection of Gamespeak phrases. Once you've finished with a body shell, either walk off a massive cliff, into a deadly trap, or explode it from the inside. You'll even get the chance to control the evil Glukkons in *Abe's Exoddus*!



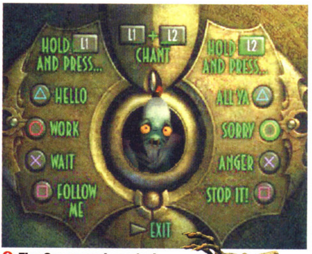


As in *Abe's Oddysee*, use the Slig bodies to do your dirty work, then kill them off however you choose!

You'll find Mudokons in big groups.

THE OXFODD MUDOKON DICTIONARY

Abe's Oddysee introduced us to Gamespeak, a feature which allows Abe to talk to the other occupants of Oddworld. *Abe's Exoddus* adds a bunch of new phrases which you'll need to use to get past certain sections.



The Gamespeak control system is the same as before, only with a few new phrases.



Get everyone's attention!



Make Mudokons work for you.

ODDITIONAL GAMES ON THEIR WAY!

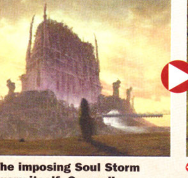
Oddworld Inhabitants have said from the start that the *Oddworld* series will contain five games, the first of which was *Abe's Oddysee*. *Abe's Exoddus* isn't the true second game in the series – that's going to be called *Munch's Oddysee* and will appear on PS2 or Dreamcast – instead, it's a follow-up to the original adventure which explains why it's so similar. Apparently, all five games in the series will have follow-up adventures along the same lines as *Exoddus*.



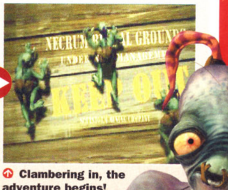
Apologise to unhappy dudes.



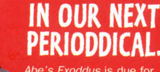
A bone! The piece of evidence that points to Soul Storm.



The imposing Soul Storm Brewery itself. Onward!



Clambering in, the adventure begins!



IN OUR NEXT PERIODICAL...

Abe's Exoddus is due for release in November, so we should be able to review a final two-CD version of the game before too long. Although it's very similar to the last game there are tons of Abe fans crying out for more who are going to love *Exoddus*, for sure.



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Anti-violence lobbies are sharpening their pencils for *Carmageddon 2: Carpocalypse Now.* Just watch how you cross the road.

CARMAGEDDON II™

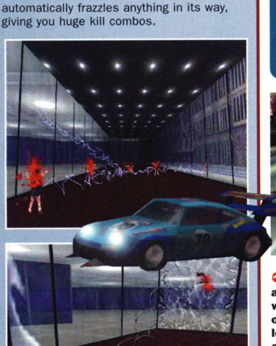
As any 'serious' driver will tell you, the thought of tearing towards a crowded zebra crossing and dismembering pedestrians is an appetising one. This is the general idea behind *Carmageddon 2*. The good thing about this sequel is that instead of acting on a whim, the guys at Stainless Software listened to criticisms of the first game – from punters and on the internet – and acted on them. So there are loads more cars, more weapons, and best of all as far as the in-the-head sickos are concerned, loads of ways to kill Joe Public. Just don't loiter around street corners, OK!





DIE PUSSYCAT, KILL KILL!

As mentioned, there are a stack of new ways to send innocent civilians to their doom. The funniest is the Pedestrian Repulsificator, which sends multiple springs from the front of the car and throws people against the nearest wall, their innards flying everywhere. Napalm bombs burn people to death and give you a barbecue bonus for your troubles, mines can be used to eliminate other drivers, and the Electro Bastard Ray automatically frazzles anything in its way, giving you huge kill combos.



The Pedestrian Replusificator in full effect. Intestine spillage is imminent!

WHEN I LAY MY VENGEANCE UPON THEE

As well as the weapon power-ups, there are a number of other pick-ups and bonuses that effect the way the people are killed. For example, you get an extra style bonus for running over a person in reverse, and a piledriver bonus for ramming them into a wall at high speeds. You can pick up an exploding pedestrian power-up that causes them to chunder as soon as you hit them, and give the humans greased shoes so they can't run away as you approach. It's all very sick, but very funny as well.



The ball and chain will chop off the legs from any stray civilians.

Various messages will flash up depending on how you kill people.

CRASH AND BURN

Maim, mutate, kill, squash, trample, cripple, paralyse, mangle, maul or disfigure. All this will be included in next month's bloodbath of a review.


AN ACTION HERO
WITH A DIFFERENCE.
He's dead
DO NOT UNDERESTIMATE
THE POWER OF PLAYSTATION
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CHECKPOINT

This month's events and software releases at a glance. **Oct — November**

IN ASSOCIATION WITH **electronics boutique**

Find out which games are due out before Christmas by reading Checkpoint – then make sure you've got all the money ready.

It could be Nintendo's Christmas this year, judging from the release schedule here. Even after you consider the giants, such as *Turok 2* and *F-Zero X*, we know Nintendo have at least one big secret planned for Christmas – and we don't mean *Zelda 64*, which WILL be awesome. *Diddy Kong Racing* last year. *Goldeneye* the year before. *Donkey Kong World* is coming!

THE BBC BIG BASH

26-29 November
NEC Birmingham
Music, pop groups, videos, gadgets and video games. Everything you could possibly want in entertainment at this weekend show organised by the BBC. We'll have more for you next month!

JAPANESE DREAMCAST LAUNCH

20 November
All over Japan
Sonic is here! Dreamcast hits the shelves! Mass hysteria beckons! It's crunch time for Sega and their wonder machine. Countdown to UK Dreamcast fever has begun – 10 months to go...

SEP–OCT SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH



KEY: RED These games are hot / BLUE These are not

GAME NAME	FORMAT
16th October 1998	
Rushdown (Infogrames)	PlayStation
Buck Bumble (Ubi Soft)	Nintendo 64
Game of Life (Hasbro)	PC CD-ROM
Soccer Pro Manager (Infogrames)	PlayStation
Space Circus (Infogrames)	Nintendo 64
21st October	
Actua Golf 3 (Gremlin)	PlayStation
23rd October	
Bomberman Hero (THE Games)	Nintendo 64
Pro Pilot '99 (Cendant)	PC CD-ROM
USM 98/99 Add On (Cendant)	PC CD-ROM
Newman Haas (Psygnosis)	PC CD-ROM
30th October	
Actua Soccer 3 (Gremlin)	PlayStation
Formula One '98 (Psygnosis)	PlayStation
Sim City 3000 (EA)	PC CD-ROM
Knockout Kings '99 (EA)	PlayStation
ODT (Psygnosis)	PlayStation/ PC CD-ROM
Gangsters: Organised Crime (Eidos)	PC CD-ROM
Silicon Valley (Take 2)	Nintendo 64
Puma Street Soccer (Infogrames)	PlayStation/ PC CD-ROM
Glover (Hasbro)	Nintendo 64/ PC CD-ROM
Small Soldiers (EA)	PlayStation
Tenchu (Activision)	PlayStation
Unholy War (Eidos)	PlayStation
October (no set release)	
Atlantis (Cryo)	PlayStation
Baby Universe (Sony)	PlayStation
Monkey Hero (Take 2)	PC CD-ROM
B-Movie (GT)	PlayStation
Conkers Quest (THE Games)	Nintendo 64
Dreams (Cryo)	PlayStation
Micro Machines 64 Turbo (Codemasters)	Nintendo 64
Medievil (Sony)	PlayStation
Fighting Force 64 (Eidos)	Nintendo 64
Megaman Battle and Chase (Infogrames)	PlayStation
Megaman Legends (Infogrames)	PlayStation
Football World Manager (Ubi Soft)	PC CD-ROM
Gex 64 (GT)	Nintendo 64
Turok 2 (Acclaim)	Gameboy
Magic and Mayhem (Virgin)	PC CD-ROM
Megaman X4 (Infogrames)	PlayStation
NFL Extreme (Sony)	PlayStation
Bass Hunter (Take 2)	Nintendo 64
Off Road Challenge (GT)	PlayStation
Pocket Fighter (Virgin)	PlayStation
Rival Schools (Virgin)	PlayStation
Sensible Soccer Club Edition (GT)	PlayStation
NBA Jam '99 (Acclaim)	Gameboy
Spyro the Dragon (Sony)	PlayStation
Thrill Kill (Virgin)	PlayStation
X-Men vs Street Fighter (Virgin)	PlayStation
Zero Divide 2 (Sony)	PlayStation

GAME NAME	FORMAT
6th November	
NBA '99 (EA)	PlayStation
Star Control 4 (EA)	PlayStation
F-Zero X (THE Games)	Nintendo 64
Sin (Activision)	PC CD-ROM
S.C.A.R.S. (Ubi Soft)	Nintendo 64
Test Drive 5 (EA)	PlayStation/ PC CD-ROM
Turok 2 (Acclaim)	Nintendo 64
7th November	
Oddworld: Abe's Exoddus (GT)	PlayStation
13th November	
Apocalypse (Activision)	PlayStation
Colony Wars 2 (Psygnosis)	PlayStation
FIFA '99 (EA)	PC CD-ROM
Tonic Trouble (Ubi Soft)	Nintendo 64
Michael Owen's WLS '99 (Eidos)	PlayStation/ PC CD-ROM
Wargasm (Infogrames)	PC CD-ROM
18th November	
Brian Lara Cricket (Codemasters)	PlayStation/ PC CD-ROM
TOCA 2 Touring Car (Codemasters)	PlayStation
20th November	
Asterix (Infogrames)	PlayStation
Big Air (EA)	PlayStation
FIFA '99 (EA)	PlayStation
Thief: The Dark Project (Eidos)	PC CD-ROM
Psybadek (Psygnosis)	PlayStation
27th November	
Pool (Gremlin)	PlayStation
Tiger Woods '99 (EA)	PlayStation
Heretic 2 (Activision)	PC CD-ROM
WCW vs NWO Revenge (THQ)	Nintendo 64
Tomb Raider 3 (Eidos)	PlayStation/ PC CD-ROM
30th November	
Wipeout 64 (Psygnosis)	Nintendo 64
November (no set release)	
Assault (Telstar)	PlayStation
Blasto (Sony)	PlayStation
Bust a Groove (Sony)	PlayStation
XG-2 (Acclaim)	Nintendo 64
Colour Gameboy (THE Games)	Gameboy
Cool Boarders 3 (Sony)	PlayStation
Libero Grande (Sony)	PlayStation
FIFA '99 (EA)	Nintendo 64
NBA Jam '99 (Acclaim)	Nintendo 64
Rat Attack (Mindscape)	PlayStation
Rogue Trip (GT)	PlayStation
Rayman 2 (Ubi Soft)	Nintendo 64
VIVA Football (Virgin)	PlayStation
Wild Arms (Sony)	PlayStation

WINNERS! WINNERS!

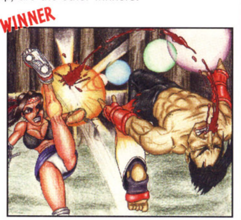
TEKKEN 3

Despite the flood of entries, the overall quality was pretty average. But we managed to find three awesome pics that correctly managed to draw two fighters from *Tekken 3*, er, fighting! The first winner is **Jack Reubsaet from Sittard in Holland** (centre) – the best pic we've received in a long while! **Chris Ollis from Welwyn Garden City** (right) and **Royce of Northampton** (his is the comic strip) are the other winners.

WINNER



WINNER



WINNER

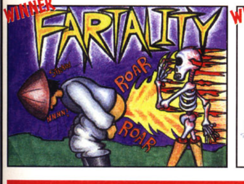
MORTAL KOMBAT 4

To win the latest *Mortal Kombat* game, all you had to do was draw any fatality from any of the games. Of course, Sub Zero's Spine Rip was the most popular one – two of the winners feature it. **Darren Nicholls of Redhill** drew one fatality from all four games, and **Luke Spicer from Edmonton** did the awesome double fatality pic (right). Finally, **Geoff Chunk** (cool name) of Wiltshire wins for his Fartality.

WINNER



WINNER



WINNER



The most powerful fart in the world featured in Geoff's pic, while the other two went for blood.

DEEP FEAR

Finally, for the last ever official Saturn game, you were told to draw a gore-infested pic because there is a bit of blood in *Deep Fear*. The three winners are **Christopher Patrick of Staffs**, **Chris Haycox of Warwick** and **Allan Dean of Moray** in Scotland. Nice one chaps.

WINNER



WINNER



WINNER



This is a journey into the gory minds of CVG readers. There's nothing like a touch of violence to get the creative juices flowing.

WIN! WIN! WIN WITH electronics boutique WIN! WIN!

ODDWORLD: ABE'S EXODDUS

One of the surprise hits of last year gets a long-overdue sequel and we have three of them to give away. To do so, all we want you to do is as follows. The intro in both Abe's games are spoken in short poems so you have to tell us what you did today in no more than two verses of a poem. Mark your entries **MY ODE TO ABE** at the address below. We reckon this might be popular with the ladieez, as Abe has that certain something that appeals to the kinder gender. Apparently.

TUROK 2

Acclaim's monster smash is back with a vengeance this month, and it's going to send shivers down your spine again. We can feel our spines tingling already! All you Nintendo 64 owners who've been waiting patiently for this game should get your pencils out if you fancy winning yourselves a copy, as we want you to draw us a cool *Turok* picture. Straight copies of existing artwork or tracings will be given to Steve, who will either throw them in the bin or rip them up first and *then* throw them in the bin. They have to be original ideas only. Send them to **TUROK ROK ROK ROK, TUROK ROK ROK.**

SIN

Forget confession, this game is all about *Sin* – as in the "deadly sins". All seven of them – geometry, geography, history, and buying-a-mag-other-than-CVG. Er, maybe not. Anyway, that's more than enough religion (and clues) for one issue of CVG. What we really want to know is if you fancy winning a copy of Activision's cool new corridor blaster? If so, all you need to do is jot down the seven deadly sins on a postcard and send them to us. With your name and address clearly marked. The title of this compo? **FORGIVE ME CVG FOR I HAVE SINNED.**

Send entries as soon as possible to:

**CHECKPOINT #204 FREEBIES,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TZ.**

SPECIAL THANKS

Thanks once again to all of the people at EB. Without you, there would be no EB. And a lot less game shops and no release dates for CVG. Remember though, if the date is wrong, it was correct when we printed it! It's not our fault. Sorry.



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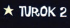
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computer and video games

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- ★ VIRTUA FIGHTER 3: TB ON DREAMCAST!
- ★ PLAYSTATION 2
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- ★ TOMB RAIDER 3
- ★ FORMULA 1 '98
- ★ FIFA '99
- ★ SONIC ADVENTURE
- ★ TUROK 2
- ★ METAL GEAR SOLID

ISSUE No. 205 OUT NOVEMBER 11TH



BACK ISSUES!

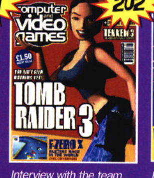




200 — Preview of the fantastic new N64 game, Body Harvest; the world's best Gran Turismo guide, and reviews of Dead or Alive, Vigilante 8, Breath of Fire, Special Ops, Guilty Gear, Unreal, and loads more.



201 — The best Banjo Kazooie review... ever! PLUS previews of Final Fantasy 8, Metal Gear Solid, Turok 2, Perfect Dark. And more reviews of great games – including Colin McRae Rally and Commandos.



202 — Interview with the team behind Tomb Raider 3. Plus a look at the all-out mad-rush racer F-Zero X; the definitive Tekken 3 review; Metal Gear Solid; Wipeout 64; Ninja; and tons more!



203 — Exhaustive coverage of Tekken 3, with moves lists for more of your favourite characters. Plus Wipeout 64, Tomb Raider 3, C&C: Retaliation, and all the footy games that matter including Fifa '99.

PHONE NOW TO GET YOUR BACK ISSUES

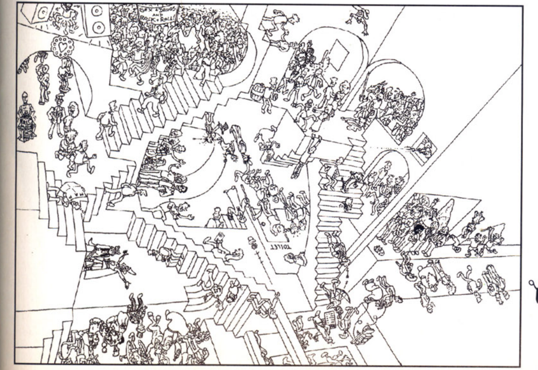


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EARLY ISSUES OF THE WORLD'S FIRST GAMES MAG IN SHORT SUPPLY, SO HURRY.







G'day mate,
How's it hangin'? I just thought I'd hand you this here little coupon to remind you to save a copy of CVG for me, so I can read it when get back from my walkabout. Good on ya, mate.

NAME ....

ADDRESS ....

....

SIGNED ....

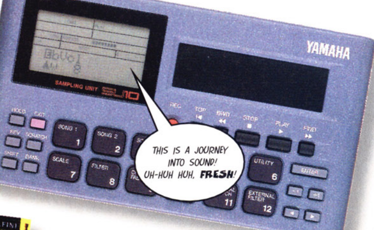
DATE ....

computer and video games

GIZMO PALACE

WHERE PRODUCTS FLAUNT THEIR CRAZY WARES!

YAMAHA SU10
A handheld sampler that allows you to save up to 48 waveforms, for a maximum of 54 seconds. Easy to use, and good for beginners. **£199, by Yamaha.**



ASCII SPHERE 360
It takes a while to get used to, but think of that ball as your head in the game. Tilt it to turn, pull back to look up etc. Pretty good, but you need a real light touch. **£49.99 by ASCii, available from November.**

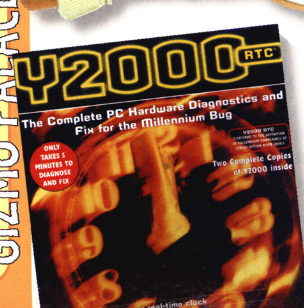


SPIN THE BOTTLE
The party favourite returns in electronic form. Truth, dare or kisses are dished out by a talking bottle. Weird? **£15, by Really Useful Games.**



WOW! A CHESS BOOK!
Chess strategies explained in detail. Whoever thinks video games players are nerds hasn't read this! **£8.99, Simon & Schuster.**

UNDERCOVER SPY GEAR
If you've ever been burgled, immitate Charles Bronson, and do the job yourself by dusting for the perp's prints. **£7.99, by Benjamin Toys.**







Y2K BUG KILLER
Check your PC for the millennium bug, with this idiot-proof bug fixer. **£49.99, by GT.**





DIABLO PAD
To quote the box, the pad features "a multi-directional navigation button allowing for greater control when steering". You can't argue with that.
£6.99, by NuGen.

RESIDENT EVIL TOYS
Only available on import in the UK. Jill, Chris, Tyrant, Forest Speyer and a Maggot Zombie, among other favourites, make the leap from game to plastic – gore intact. Go give your Buzz Lightyear a fright.
£8-15, importers only.

CHAMPAGNE
The game for high rollers everywhere. Remove glasses without toppling the red one. Once you've finished, it's off to Barbie's Dream House for a party.
£8, by Really Useful Games.

SEGA LOCK-ON 2
You too can look like Jean Claude Van-dammit in *Universal Soldier*, thanks to the funky head strap (above). A light-gun game where the guns can fire up to 40 metres.
£29.99 or £59.99 for twin pack, by Bandai.

MORE SPY GEAR
Write secret messages and look behind you without turning round!
£3.49 each, by Benjamin Toys.

GYRO PRO IV
A wireless joystick for PC games. Features analogue and digital modes, and a four-metre range. Very *Star Trek*!
£49.99, by One For All.

NINTENDO64

NINTENDO64	SNOWBOARDING	BY NINTENDO	• PRICE £49.99 • NO OTHER VERSION AVAILABLE • NO OTHER VERSION PLANNED • STORAGE 64 MEG CART • RELEASED BY THE GAMES TEL 01793 653377
	NOV RELEASE	1-2 PLAYERS	

Wax up your board and put on your winter warmers. The most realistic snowboarding game ever finally hits the UK.



Before we get to the review of *1080°*, we'd first like to give it our own special award – for the strangest delay in games history, due to the six-month wait we've had to endure for the game. The reason for the delay? Incredibly, Nintendo blamed the weather. Some marketing people decided that we wouldn't want to play the best snowboarding game ever while the sun was shining outside. Instead, it's been delayed until now – the start of the Winter sports season. Get ready for the white powder rush.

SEE YOU AT THE BOTTOM

The bulk of *1080°* is taken up in the match race mode. Here you must race one 'boarder at a time down a series of courses. You must win each race to progress. There are six tracks in total, but only four are available at first. Six may not sound a lot compared to other snowboarding games, but the courses of *1080°* are full of short-cuts, and – like the best race games – are instantly memorable.









Hitting a rival effects your balance and can add a notch to the damage bar.



Choose a boarder at the lodge, much better than a static select screen.

THIS FEELS FAMILIAR

The game that has most in common with *1080°* is *Wave Race*. It's not surprising – both games are made by the same team. *1080°* has the same realism and feel. Like *Wave Race*, you can also perform tricks. But in *1080°*, there's a longer list of moves that you can perform, ranging from a simple grab to the near-impossible move that gives the game its name. All moves are performed with combinations of the direction, shoulder, and B buttons.





This mogul field is very similar to the big breakers in *Wave Race*. It's easy to wipeout.

The deep powdery snow seems almost real.

REVIEW

BEND ZE HIPS, HEELS AND TOES

One of the coolest things about *1080°* is the balance of your character. Unlike other snowboarding games where you steer the board, in *1080°* you take control of the boarder. This immediately makes *1080°* feel more realistic than other snowboarding games. Every little rock, bump, jump, and type of snow can affect your balance. You'll have to make minor adjustments on the 3D stick to compensate for these. If you don't, you'll end up face first in snow, and there's only so many times you're allowed to wipe out on each course before it's Game Over.





Wonder if you can jump the hut?









IT'S TRICKY TO DO A TRICK

Another realistic part of the game is the trick events. *1080°* doesn't make it easy to perform the really difficult tricks, so you won't make any 2000° turns here. To notch up huge scores in the trick events and on the half-pipe you have to learn how to link moves together. A series of moves will reward you with higher points. Long after you've finished racing. You'll return to *1080°* just for the trick events, especially the addictive half-pipe.





Intergalactic Tony Cormack pulls off the top trick in the game. He is useful for something after all!



This replay shows Alex jumping a huge tree!

Replays make everything look spectacular.

CVG OPINION

Compared to other 'boarding games on the market, *1080°* is definitely the king. Not only in looks, but more importantly in the way it plays and feels. From the moment you pick your 'boarder at the lodge you know this game is special. It seems like the game has been made by people who have tried snowboarding (rather than those that offer you their interpretation of what it must be like), and what you're getting is almost a sim. The "natural" physics that are evident in *Wave Race* are equally as impressive in *1080°*, and the rumble pack makes things just that little bit more exciting. It's not a perfect game, and one that is fairly easy to beat, so I won't give it top marks. But until the next 'boardin' game comes along, this is the current daddy!

ALEX HUHTALA

DAMAGE

DAMAGE

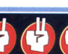
SCORE 15050 10'07 23 km/h
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Score attacks can be so addictive... one more go!

Two can play this game!

RATING



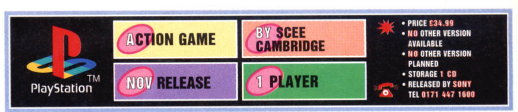






Simply the most realistic snowboarding game around. Luckily 1080° plays as good as it looks, which, you've got to admit, is awesome!

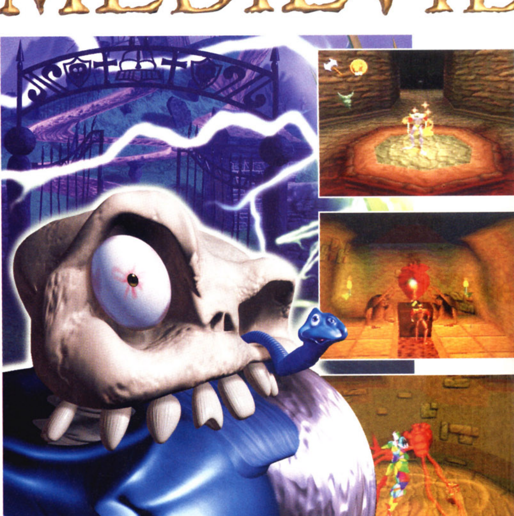




'Please try our new Yo' Ass credit card.' Thanks. I'm going to get *MediEvil* on Yo' Ass!

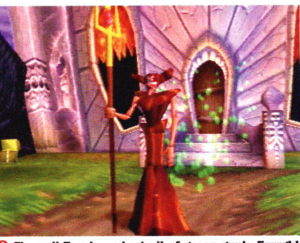
MEDIEVIL

An evil sorcerer named Zarok has turned the once-peaceful land of Gallowmere, into a place haunted by zombies. Only one person can save the day, but he's not all flesh and blood. Zarok's evil spell has revived Sir Daniel Fortesque from his eternal sleep. Now it's time for payback. Sir Dan is going to fight all the ghouls and ghosts that are littering the land, just so that he can go back to his peaceful afterlife.



GIVE US A CLUE

MediEvil is a mix of action and puzzle solving set across more than 20 levels. As you navigate the 3D world, keep an eye open for statues and books. You can talk to some statues who offer clues of your dilemma, and about Sir Dan's past. Books also give clues to puzzles in your immediate surroundings. The clues are cryptic, but it doesn't take a Stephen Hawking to figure them out.



The evil Zarok, and a trail of green gunk. Eurrgh!

THE VESSEL WITH THE PESTLE



The Hall of Heroes. Sir Dan can come here to collect new weapons and be insulted by statues.

By finding chests or shopping at the hidden weapon stores, you can replenish your weapon stocks during your quest. You also have to keep an eye out for a chalice on each level. Kill enough enemies, and the chalice will become full. Collect it, and at the end of the level you'll be transported to the Hall of Heroes. Where you can collect a special weapon.

The Phantom of the Opera is playing an awful tune. To go further, you'll have to give him a musical hand.

CVG OPINION

If you've ever played the Capcom classic *Ghosts and Goblins*, you'll know what *MediEvil* is all about in the first seconds of play. The hack-and-slash action and look is eerily familiar, unfortunately *MediEvil* isn't as memorable as Capcom's game. The main problem is repetition, the game doesn't really get going until the third or fourth level, and by then I was a bit bored. That's not to say *MediEvil* is a bad game, just short on genuine thrills.

ALEX HUHTALA

RATING






Nothing you haven't seen before. MediEvil looks nice, and plays OK, it's just a bit too repetitive and tedious to be recommended.


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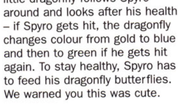
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- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY SONY TEL 0171 447 1600

No blood, no twitching body parts and no kalashnikovs. But we do have rabbits and plenty of dragons on the menu.



Something for everyone – that's Sony's way of thinking, and rightly so. *Spyro The Dragon* is a sure winner in the 'cute' category, but can the little horny one cut it in the big league? With graphics of such high quality, an amazing depth of field and playability, you can't say Spyro isn't trying. Oh, and the music is by Stuart Copeland of *The Police* fame too.



HE DA FIRESTARTER

Since Spyro is only a small dragon, he isn't very powerful at the start of the game. Like all dragons, he can breathe fire and has little horns to charge at his enemies with. Some enemies are scared of him, while others are downright cheeky. Soldier frogs will moon at Spyro as he gets close to them. Others, like vultures and golden rams, waste no time and attack! A little dragonfly follows Spyro around and looks after his health – if Spyro gets hit, the dragonfly changes colour from gold to blue and then to green if he gets hit again. To stay healthy, Spyro has to feed his dragonfly butterflies. We warned you this was cute.



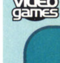
ENTER THE (LITTLE) DRAGON

Spyro used to live in a happy place. Then evil Gnasty Gnorc came along, turned all Spyro's dragon friends into crystals, and stole their jewels. Now Spyro has a search and rescue mission to accomplish. He must travel through different worlds, looking for his friends and collecting the jewels. There are hidden levels and secrets to be discovered. If you get stuck, the dragons that Spyro frees on the way offer help and advice.









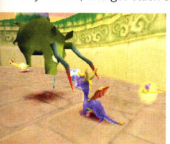


NO PLACE LIKE HOME

Each world has a "home" part which leads into all other levels. Home is where the jewels are. You can always come back here to replenish your energy, or build up an extra life.

ARTISANS

The game starts here. Green pastures and happy sheep. Lots of opportunity to practice gliding. Stone Hill is a perfect example of how well this game is made. When you are transported up to the central tower you can glide pretty much anywhere and see the whole level underneath you. The bulls in the town square provide some light entertainment. Charge them and they will fall, and get stuck on their horns!







Most 'stars' in games have an 'inactive' animation. Spyro looks back for his.

PEACE MAKERS

A dangerous ground, full of nasty enemies, cliffs and ledges. Parts of this world are quite difficult to get to and you have to perform some serious glides to get into hidden parts of the level.



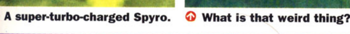
MAGIC CRAFTERS

The enemies in this world consist of magicians and their creations. From little-green-lightning-bolt-men to purple gorillas. In Magic Crafters you can learn to supercharge them from special platforms. The same move will allow you to cover greater lengths in gliding in High Planes and if you don't reach your destination, three little angels will pick you up and take you back where you came from.



A super-turbo-charged Spyro.

What is that weird thing?

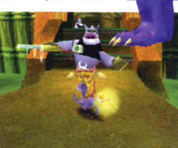


BEAST MAKERS

This is a swamp world, where the enemies are electrifying – literally! There are also nasty killer weeds which swallow Spyro and spit him out.



Poor Spyro, he gets chewed up by a plant and spat back out again. That's not very nice is it?



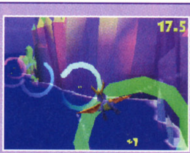
WHO THAT?

Apart from freeing dragons, collecting butterflies and jewels and trying to stay alive, Spyro also has to look out for the blue guy. The blue guy is the thief who stole all the dragon eggs. He appears throughout the game holding an egg and running away as soon as you get near him. Annoying little feller really, but you can easily jump on him from higher ground and steal the egg back.

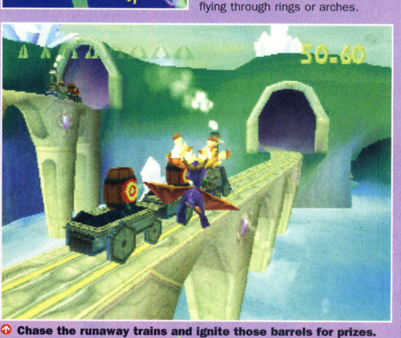


It's difficult to get this close.

FLY AWAY HOME



Spyro uses gliding a lot in the game, it will get him into hard to reach areas. He can't fly properly but there are hidden courses in each world where Spyro can at least practice flying. These are time attack courses and Spyro has to perform tasks like shooting planes and barrels off speeding trains, and flying through rings or arches.



Chase the runaway trains and ignite those barrels for prizes.

CVG OPINION

This is for kids. That was my initial reaction when I saw this game. But I have to say I enjoyed playing it. *Spyro The Dragon* is a fun game to play. It is easily the best 3D platform game on the PlayStation. It looks great, it sounds good, it has many funny and memorable and imaginative characters. It's very playable, and can even be quite difficult. The flying courses in particular are pretty challenging. The only downfall is the originality. There's nothing here that we haven't seen before. How long it can sustain a serious gamer's interest is another question – but here's hoping it does.

ALEX HUHTALA









WARNING: this is a game with a serious cute content. Still, it's good looking and fun. Give fighting and racing a break – vote Spyro!

Spyro the Dragon

REVIEW



3D ACTION GAME	BY N SPACE
OUT NOW	1-2 PLAYERS

- PRICE £39.99
- VARIOUS PREDECESSORS AVAILABLE
- NINTENDO 64 VERSION PLANNED
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Time-travelling alien scum are now threatening history's babes, and that really gets Duke mad...

DUKE NUKEM TIME TO KILL

After a super-successful PC debut and very popular console conversions, Duke Nukem's taken a break from the usual *Doom*-style corridor game action and gone into *Tomb Raider* territory. Instead of viewing the game from inside Duke's eyes as we've always done before, *Time To Kill* gives us the first chance to see our hero in action. Although the look of the game might be quite different from before, the action's fairly similar – wiping out legions of evil aliens while searching for items hidden away in secret areas, only with a lot more tricky platform-style sections than veterans will be used to. Get to work – it's time to kill!

DUKE'S NUKES

On top of the original game's weapons, *Time To Kill* has a big selection of new guns to get your hands on. You'll come across them gradually as you go through the one-player adventure, ending up with some incredibly powerful kit. There's even a special comedy weapon – the Holy Hand Grenade from *Monty Python and the Holy Grail*!



The new shoulder-mounted RPG launcher is brilliant. Destroy that evil robot cowboy, Duke!

SO LONG, FUTURE BOY!

After completing the initial task of repairing and activating the aliens' time machine, Duke must travel through history, wiping them out for good. In each time zone, Duke dresses to blend in, such as wearing a cowboy hat in the Wild West, chainmail in Medieval times and a toga in Ancient Rome. In multi-player mode, you can select any costume you want, giving you the chance to wear a dress every time if you fancy.



Duke looks so manly in his toga.



CVG OPINION

***Time To Kill*'s got a lot going for it – the cheeky jokes and gore of *Duke Nukem 3D*, combined with the gameplay of *Tomb Raider* – but doesn't quite come off perfectly. The controls work well enough, being almost identical to Lara Croft's, but *Time To Kill* is a lot more shooting-oriented than Core's game. Duke's relatively slow and fiddly movement makes clearing rooms full of enemies practically impossible without losing energy (the enemy count only really gets this high on the toughest settings), and there are times that even jumping to a ledge or activating a switch can be a pain. The hidden sections are excellent, and there are little things to play around with all the way through the game, though the level design in general isn't all that exciting. One big disappointment is the multiplayer mode. The jerky graphics make it hard to play, and the weapons aren't very well balanced at all – the top level weapons are practically unbeatable, plus aiming with the weaker weapons is very tricky. *Time To Kill* is great for *Tomb Raider* fans after a bit more action, but might frustrate high-speed blaster addicts.**

ED LOMAS

TAKE MY WIFE... PLEASE!

One thing which made *Duke Nukem 3D* so much fun was the cheesy sense of humour throughout. *Time To Kill* has loads of little jokes hidden away in the levels, including references to famous movies, games and songs, as well as many completely pointless but entertaining gimmicks.



This mistress hides some secret ammo...



CVG's advertising beauties.

RATING






Time To Kill *has some great sections and can be a lot of fun, but is too awkward in places. A great alternative for* Tomb Raider *lovers.*

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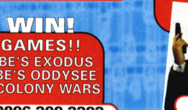


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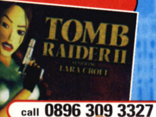
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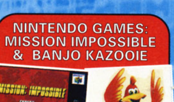
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NINTENDO64	ACTION SHOOTER	BY ARGONAUT
	OCT RELEASE	1-2 PLAYERS

- PRICE £59.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 128MB CART
- RELEASED BY UBI SOFT TEL 0181 944 9000

The people at Nintendo are getting excited about *Buck Bumble*. Are they right to pitch it as one of their big titles of the year?

Flying a bumble bee around a garden, shooting wasps and beetles, may not sound like the best game on paper. But when you consider that most of the team behind *Buck Bumble* also worked on the original *Starfox*, you start to think otherwise. A group of insects called the herd have threatened to pull the wings off all the little flies, and seeing as you're the only cyborg bumble bee in the area, you have to save the day.



THE AMBER NECTAR

When you're stuck for energy it's worth remembering that every time you come across one of these plants, they'll have a small drop of nectar hanging from the bottom. This is your energy refill and all you have to do is fly through it collect it. They only give you back about a fifth of your total energy bar, but there are usually a couple of the plants next to each other so you can get a decent refill.

Look out for these plants to pick up some much needed health.

ALL GUNS BLAZING

At the start of the game, Buck only has the standard single shot laser to pick off the enemies with. But through a combination of destroying other bugs and finding hidden power-ups you can pick up over 10 weapons. There are two very effective bombs for ground-based enemies, and an awesome homing weapon that'll take out almost any normal enemies in a couple of hits.



Check this mother out! One shot and the quarterback is toast!



This laser weapon will affect any enemies in the vicinity.



Here is the homing weapon in action. Nothing survives this one.




THE BEES KNEES

There are seven main enemies that Buck encounters regularly throughout the game, a couple of which prove to be more than just a little annoying. Have a look at these…

CRANEFLY

The most basic and easy of all the enemies, is also the first you'll come across. They can only drop bombs, so you'll be safe if you don't fly underneath them. Using the default laser saves time and valuable ammo.



WASP MK1 UNIT

The most annoying of all. They'll fly straight at you and basically go for the kill as soon as you get into their path. The more of them there are, the more chance they have of killing you. They have no ground capabilities though, so stay low.



DRAGONFLY

Not as mobile as the Wasp, but even more powerful. These tend to hover in one place and use the powerful Pulse Laser to pick you off as you circle around. It's also very heavily armoured so you'll need big guns to see them off.



ANTS

Another bad guy that hunts in large groups, ants launch ground attacks only. Once you kill one, another will emerge from the anthill, giving an endless supply of them. The best bit is that they all release bullets once killed.



GIZ BEETLE

They may not be the fastest of enemies, but dangerous they definitely are, as you'll find out if you stray too close. They gob acid at a very quick rate and they're heavily armoured too. A couple of bombs to the head will suffice.



TRANSPORTER

These hulking masses carry loads of acid that is sprayed all over the surrounding area once one is killed. Some also hold rockets that home in on you as a punishment for killing them. A small acid cannon is mounted on top too.



KILLAPILLA

Anywhere you find a stretch of water, these Killapillas will be lurking. All they do is pop out of the water and fire a barrage of energy balls at you. The only weak point is their head, so give it everything you've got in that area.





Here we have two tractor beams protecting the tunnel.

All you have to do now is blow away the small protective layer and you'll be through.

Find this generator and another like it, take them out and the energy beams will switch off.

FLOAT LIKE A BUTTERFLY

To progress to the deeper levels of the garden, you often have to find and destroy certain objects which open up doors into new areas. These aren't as obvious as simply finding a lever, as most of blocked areas are protected by energy shields. This means you have to find the power generators and cut off the supply.



PUT YOUR LEFT CAM IN...

Buck Bumble also has the option to let you play through two different views. By hitting the top C button, you can flick between the standard view you see in most of these screenshots, to a much closer camera that rests just behind Buck's head giving you an almost bee's-eye view. The other C buttons can be used to scroll backwards and forwards through your weapons and to perform an instant barrel roll.

The standard view lets you see a far wider area of the level.



CVG OPINION

I have mixed opinions about *Buck Bumble*. Once you got the controls sussed, and worked your way through a couple of the early stages, it becomes a very enjoyable shooting game. However, after playing for about an hour or so, the novelty wears off and it starts to get a little repetitive and frustrating. Certain enemies just won't leave you alone, and if you're trying to save ammo they keep hounding and hounding you until you're forced to whittle off those last few bullets. There is no real reason to kill things in the game either. On some stages you can fly all the way through to the generators at the end of the level, blow them up and that's it – level over. It is a very good game, and there's nothing else like it on N64, but it could have been so much better.

STEVE KEY

RATING






It's a technically excellent game, but a couple of frustrating elements prevent it from being so much better. It's still good fun though.

REVIEW



SAINT & KEYSIE







Football tips from CVG's footy experts!

PREMIER MANAGER '99 FOR PLAYSTATION

Shock news! Saint and Keysie is to be bought out in a multi-million pound takeover. Following in the footsteps of BSkyB's purchase of Man Utd, and the proposed Carlton/Arsenal deal, S&K received an e-mail from Sonic the Hedgehog, who has offered 10 rings and some speed-up boots for overall rights to the S&K pages. Rumours that Mario and Luigi are also thinking of offering Princess Daisy in a trade for Saint are as yet unconfirmed.



Info on your chosen team appears on the right.



The front end has been tweaked.

Gremlin have released the first information and screenshots about their '99 update to the fourth-biggest selling game of last year, *Premier Manager '98*.

After many months of waiting, the British public answered the doubts being raised by software houses as to whether football management games had a place in the PlayStation market. *Premier Manager* flew from the shelves, giving Gremlin their most successful year for a very long time. And, responding to the minor criticisms aimed at the first game, they are hoping they have struck gold this time around.

Anglo-Italian

Many changes will be introduced into the new game. For a start, players will have the choice of managing either an English or Italian team. Those wanting to manage in Italy will have the choice of either Serie A or B, and will compete in the Copa Italia too. The Anglo-Italian Cup has also been added to *PM '99*, enabling teams that haven't made it into the better European competitions to have a taste of Euro action.

A more extensive list of tactics and formations have been added, allowing more freedom when giving individual players specific tasks. The finances section has also undergone a little fine tuning – you can now have a say in the capacity of the stadium and the amount of TV revenue among other things.

Perhaps the funniest option though, is the way the computer handles sackings. If you're unfortunate enough to be sacked from three successive managerial posts, the computer will fire you from your current employer and then inform you that because of your continual lack of success, no other jobs have been offered and you have to completely re-start the whole game!



There are a load of new tactical formations available to you as well as the standard options like man-to-man marking.



The European Qualifiers will be up-to-date for the first season, so it has a little more realism.



Stats are updated instantly.



The computer will give you its team of the week, based on individual player ratings or how many goals were scored by each player, for example.

EIDOS' SECOND MAJOR SIGNING OF THE YEAR!



UEFA
CHAMPIONS
LEAGUE

Yet again, Eidos have pulled off a major coup by securing the rights to the UEFA Champions League game. It's being developed by Silicon Dreams, the team behind *WLS* and *Soccer '97*, and is due for a Spring 1999 release, to coincide with the beginning of the tournament's final stages.

Considering that last year's final between Real Madrid and Juventus attracted a TV audience of nearly 500 million, it's obviously an impressive licence to have.

It will be available on both PC and PlayStation, and will have all the official sponsors and teams in the game.

As yet, other details on the game are scarce, but we'll have more in the coming months.

THE VOTE OF CONFIDENCE



FIRST LOOK: PFA SOCCER MANAGER

Eidos are on something of a crazy football roll at the moment. Not content with the prospect of the awesome *Championship Manager 3* waiting in the wings to conquer the PC market, they've announced their game to go head-to-head with *Premier Manager '99* on PlayStation.

PFA Soccer Manager is fully endorsed by the Professional Footballers Association. This means all the stats in the game will have a far more realistic feel, with the programmers, Krisalis, getting a full-on, behind-the-scenes look at wages, bonus structures and the day-to-day running of football clubs.

Brian Moore does commentary and, for the first time, a comprehensive list of non-league teams have been included. It's due for a December release, so hopefully we should have some more on it next month.



The first games of the season.



The squads haven't been finalised.







The icons at the bottom are shortcuts to other important menus.

FACE THE FACTS

Check this out for a double whammy! Here we have Chelsea player manager Vialli not looking quite right. The barnet is there (or not) but there's something else... And this is a genuine screenshot by the way.





Vialli was more than happy with the Chelsea away kit for their trip to Millwall.

All compo entries, tips and general football blab should be sent to this address:

SAINT AND KEYSIE #204
COMPUTER AND VIDEO GAMES
37-39 MILLHARBOUR
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SPOT THE BALL!

The CVG football has been cunningly hidden somewhere in the mag (but not in Saint and Keysie – doh!). Find it and you could win yourself some goodies. The winner from issue #202 is **Nazakat Hussain** of **Saltley, Birmingham.** Entries marked Spot the Ball #204.

Games League

ISS Pro '98 explodes straight into the number one spot in our players' chart, as the readers hanker for some top-class football action. Next month, however, sees the heavyweights enter the fray. Keep the charts coming people.

Nº	Title	Format	Price	Rating
1	ISS Pro '98	PS	£44.99	5/5
2	World League Soccer	PS, SAT, PC	£44.99, £34.99 (PC)	4/5
3	World Cup '98	PS, N64, PC	£44.99, £59.99, £34.99	4/5
4	Premier Manager '98	PS	£44.99	5/5
5	ISS '98	N64	£39.99	3/5
6	ISS Pro: Platinum	PS	£19.99	5/5
7	Actua Soccer 2	PS, PC	£39.99, £34.99	4/5
8	Worldwide Soccer '97	SAT	£34.99	N/A
9	Road to World Cup	PS, N64, PC	£44.99, £64.99, £34.99	2/5
10	Championship Manager '97-98	PC	£29.99	N/A







60% COMPLETE

PlayStation | PC CD ROM

FOOTBALL SIM | BY GREMLIN | NOV RELEASE | 1-4 PLAYERS

- MULTIFORMAT PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD

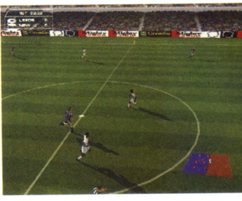
- PUBLISHED BY GREMLIN
- TEL: 0114 263 9900

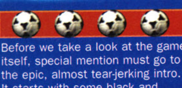
Not for the first time this season, Alan Shearer and Michael Owen go head to head. But who has the bigger licence?

actua SOCCER 3

You can't walk into a games shop at the moment without seeing virtually an entire shelf full of football games staring back at you. And three of the biggest are about to collide in the battle for supremacy. One of the trio is Gremlin's *Actua Soccer 3*, perhaps their most well established Actua game. It's had the benefit of a new engine to bring up to scratch with the technology advancements.







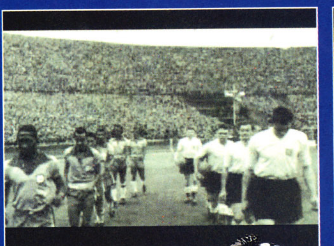


A REAL WEEPY

Before we take a look at the game itself, special mention must go to the epic, almost tear-jerking intro. It starts with some black and white footage of the beautiful game (but we all know that old football was rubbish).

This moves on to some footage of modern day Premiership action, featuring Shearer and Giggsy among others.

During all this, a pass-the-tissues violin tune is whingeing away in the background, making you feel like you should be buying some life insurance!



Could those shorts be wedged up any higher?



Giggsy shows us a touch of class as his back heel sets up another good chance.

MAD SKILLZ

The in-game options can be customised to suit your preferred style of play. If you're one of those players who prefers a highly skilled, continental game with lots of top class passing, you may want to leave assisted passing and shooting on, in order to give you a bit more accuracy. Afterwards, touch can also be turned on and off as well as the option to have the sticky ball. Player fitness lets you stop the teams from becoming completely knackered and (how's this for detail?) you can even switch it so that players kick better with their stronger foot rather than whichever side the ball happens to be on.







OLD MOTHER HUBBARD

There's an old football gag that goes something like this: Manchester City's trophy cabinet was broken into and the contents stolen last night. Police are on the lookout for two men, seen carrying a cutting of blue carpet. Well, the same sort of thing applies in *Actua 3*, because if you're a bit crap at the game, then you don't get to see the hidden spoils. By entering the trophy room, you'll be shown a list of the teams you've completed the game with, and given a trophy. Completing with certain teams will also give you a hidden code to turn some cheat modes on. But what are these codes? You'll have to wait a couple of months before we tell you!

WIELDING THE AXE

The Editor mode lets you create some of your own teams, to give the game the personal touch. There are loads of empty teams stored in the game that are waiting for you to fill – with your Sunday league side, your classmates or even the local pub side. If you wanted to make your own dream team as well, that's no problem.

The kit can be adapted and editing players goes a far as letting you change their stats. Everything from their heading ability to their head and colour of their skin. Basically, your team will become as realistic or as fantasy as you like. And you only have a certain amount of points to allocate between your players, so there is no chance of you creating the ultimate dream team.



Switch the formation around, the team name, playing style...



... and then onto the players themselves. This is Spare Head 1.



As players run out onto the pitch, they check the turf and other silly superstitions.





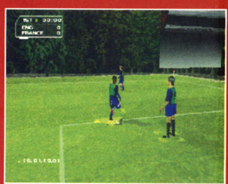
A late tackle gets the punishment it deserves. Referees are very strict.



The players' injuries are shown on screen.

A SECRET LOCATION

The training mode is a good way to get to grips with the most basic elements of the game. If you want to try out some set plays, the computer pits your entire team against one goalkeeper and you can have a fiddle about with basically anything you like. You have the freedom to run anywhere on the pitch, and can work on one-twos and the long balls. The keeper is pretty tasty, so you can fine tune your shooting if you have the patience and the time.





UNDER THE WEATHER

There are a couple of game options you can muck about with before the game starts. There are 11 weather variations to select from, ranging through night and day to snow and rain, as well as loads of true-to-life stadiums. Most of the biggest and best known stadiums are here, as well as a couple of other not so grand grounds, like Wigan. And the best part of it is, grounds are extremely accurate representations of the real thing. Right down to the few empty seats you get in the corner.



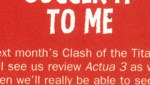
A clear blue sky makes a perfect day for football. Shame about the empty seats then.





And the sun is shining. Hip hip hip hooray! Let's put our hats on and play.

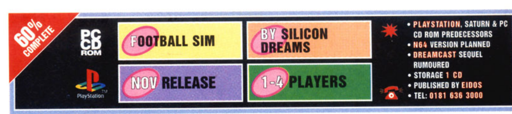




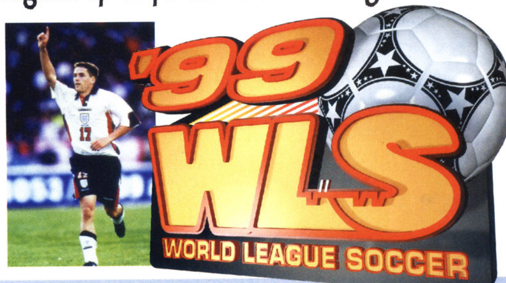
SOCCER IT TO ME

Next month's Clash of the Titans will see us review *Actua 3* as well. Then we'll really be able to see which of the latest football games cuts the mustard.





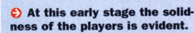
He is, without a doubt, the biggest star in English football at the moment. People are still talking about 'that goal' – and now he's signed up to promote *World League Soccer*.



Where were you when Michael Owen scored the goal that has now immortalised him in English football history? Everybody should be able to remember, because it's one of those moments you can't forget. Two Argentine defenders trailing in his wake, and a rocket of a shot into the top corner... aahhh, sweet memories. Anyway, *Michael Owen's World League Soccer '99*, to use its full name, will benefit from Owen's considerable talent in not only motion capture, but also in advice, with his own training mode. What an all-round good egg he is.

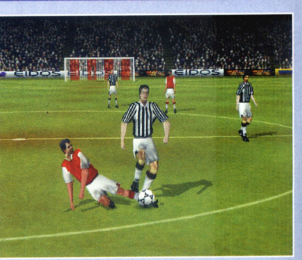
SKELETON IN THE CLOSET

PlayStation owners looking for differences between the two versions should notice instantly that the graphical resolution has been greatly improved. For a start it's been ported over to a high-res mode as standard, which means that everything looks much smoother and more realistic. Also, the programmers have made their own "skeletal animation system", which means the players have bones that their texture is mapped around. This stops the players breaking up and polygons being lost in close-up sections of the game.



At this early stage the solidness of the players is evident.





THE PHAT CONTROLLER

Another big improvement to the game is the way the controls work. The more casual games players, who owned the original, apparently found the previous control methods a little too confusing. To counter this, they've added a much simpler way of playing. The four buttons on the PS version will now operate the basics, like pass, shoot, header, tackle and so forth, but the more complicated moves are operated with one of the shoulder buttons held down. This gives players the chance to go straight into a simple game, or practice complicated moves to help you bust open the defence. Little trick moves have also been added. These allow the player to run over the ball, trying to sell the opposition a dummy, or drag the ball left or right, to avoid sliding tackles.



Shading on the players will be ultra realistic. Trick moves and acrobatic kicks have also been improved.

Players watch the man with the ball to see when he's going to release it. Cool.









OWEN ME, OWEN YOU

So what other things will Michael Owen bring to *WLS*? Well, as yet these are mostly just ideas and possibilities, but have a look and see what you think.

Some phrases and snippets could be used in the final commentary. What exactly he will say is unclear, but "No thanks, Teddy – I'll just have an orange juice" has definitely been ruled out of the final version.

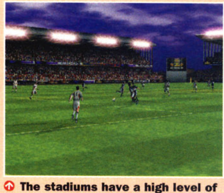
There will certainly be some classic Owen footage from last season – as much of it as they can get! You can bet that this will include his three goals so far for England, and the majority of the 18 he scored for Liverpool in the Premiership last season.

They are also thinking for putting some FMV screens you get of Mickey when you win tournaments or single matches.

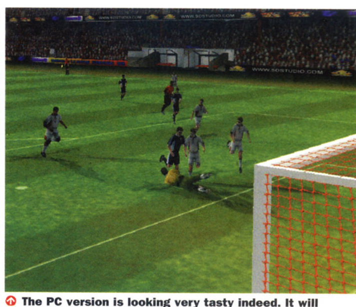
The motion capture for all of the trick moves and more spectacular kicks and volleys will be done by Owen too.



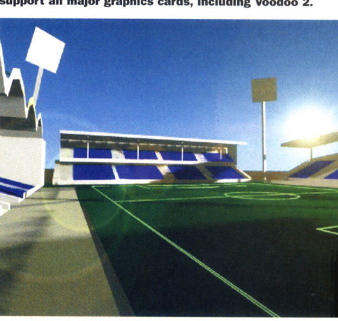
It's not quite a re-enactment of that goal, but at least it's going in.



The stadiums have a high level of detail, as you can see here.



The PC version is looking very tasty indeed. It will support all major graphics cards, including Voodoo 2.



KNOCK IT NOW!

One-two's in *WLS* are the best way to breach either the computer or manual controlled players. By hitting X for a pass along the floor and pressing it again, the recipient of the pass will roll it back to the player for him to run onto. Alternatively, hit square before collecting the first pass and the player will chip the return pass, usually over the head to the nearest defender, giving you a clear run in on goal.









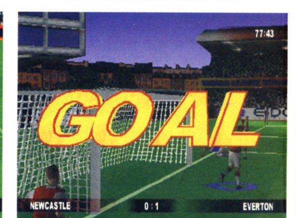
These are all PlayStation shots.

SHOOT TO KILL

Another aspect of *WLS '98* that proved to be a little frustrating was the shooting. Previously, you had to be facing towards the goal to get anything on target. This often meant snapshots would end up hugging the touchline rather than the back of the net. This time, however, every shot will automatically go towards the goal, so that you have more chance of scoring. This doesn't mean that you'll be racking up scores of rugby proportions though, as goalkeeper AI has also been improved to counter this.



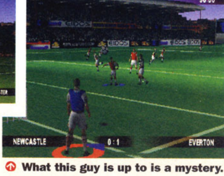
The goalkeeper AI has been improved too, so they'll learn where you always aim shots.



Do you think, you know – maybe we're just being silly – but hasn't someone just scored?



The TV screen in the back will flash up messages when players score or when subs are made.

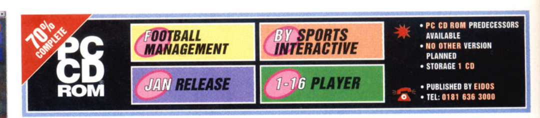


What this guy is up to is a mystery.

HE'S G-OWEN ALL THE WAY!

The last version we have played was only a two-team demo made specifically for ECTS, so it's going to be difficult to tell just how good this game will be. However, a review version is due any time now, so expect it to be put through its paces next issue.





Football management sims are getting more realistic. *Champ Man 3* could be the next best thing to having Alex Ferguson as your dad!

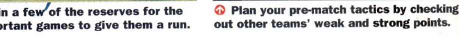
Championship MANAGER 3™

Just as playable football sims appear to be coming at us from all sides, so do the management games. But unless you've already got yourself an established name – such as *ISS*, *Actua* or *FIFA* – breaking into the market is going to be difficult. *Championship Manager* has the benefit of being one of the most well-respected and best games of its kind, which is why this sequel of a sequel is so eagerly anticipated. And on the face of things, it's not going to let anybody down!



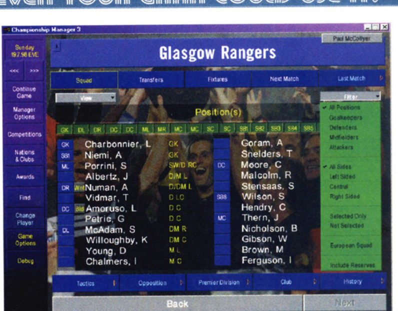
Draft in a few of the reserves for the less important games to give them a run.

Plan your pre-match tactics by checking out other teams' weak and strong points.



EVEN YOUR GRAN COULD USE IT!

The biggest difference between *Championship Manager 3* and the previous updates is the menu system and general accessibility of the game. Whereas before, you'd spend ages wading through the various menus trying to get to transfer screens and such like, now everything is done via a Windows '95 style environment. There is now a small bar along the left side of the screen which holds everything you need to run the day to day management of the club. At the click of a mouse button, you can call up all the cup games played in England, or whichever other countries you want, or awards for the month for example. Have a closer look at the Manager Options section for a better idea.



The green menu on the right lets you set up specific tactics.



Lazio's squad can be called up instantly, and offers made for any of the players.

MANAGER OPTIONS

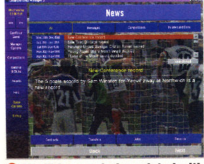
By clicking on this bar in the side panel, you can bring up all the following options. You can instantly flick back to the squad you're in control of, or check out any news on your transfer wheelings and dealings!

Alternatively, if you want to put in a bid for a player, you can search for him throughout the huge database of players. The club's history and records can be pulled up, as well as you deciding to go on holiday, resign or retire as manager, if you're feeling down in the dumps.

Basically, it's all the management options you need in one menu.



Pack the penalty box or flood the midfield – it's up to you.



You'll be regularly updated with news happening in your division.



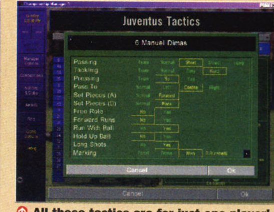
Barrow have the best away record in the league you know.

PRE-SEASON HELL

Teams won't always accept your invite.



Even average attendances are displayed.

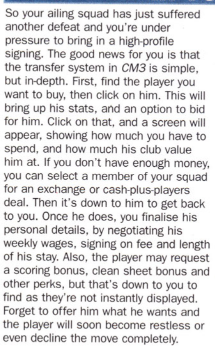


All these tactics are for just one player!

As manager, it's your job to organise pre-season friendlies. The game will select a few for you, but if you fancy organising a mini tournament, the game will let you do that too. You can invite teams from any league, but not all of them will accept your invitation. You can change the number of teams, the rules like golden goal or penalties too. And who knows, maybe you'll get an invite to a tournament yourself!

Don't expect to fly him over.

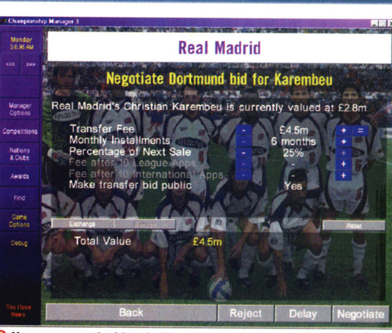
IN YOUR SHOPPING BASKET



So your ailing squad has just suffered another defeat and you're under pressure to bring in a high-profile signing. The good news for you is that the transfer system in *CM3* is simple, but in-depth. First, find the player you want to buy, then click on him. This will bring up his stats, and an option to bid for him. Click on that, and a screen will appear, showing how much you have to spend, and how much his club value him at. If you don't have enough money, you can select a member of your squad for an exchange or cash-plus-players deal. Then it's down to him to get back to you. Once he does, you finalise his personal details, by negotiating his weekly wages, signing on fee and length of his stay. Also, the player may request a scoring bonus, clean sheet bonus and other perks, but that's down to you to find as they're not instantly displayed. Forget to offer him what he wants and the player will soon become restless or even decline the move completely.



Check on games at any time.



You can even decide whether to make the bid public or not!

AND THE WINNER IS...



Pick up players while they're on form.

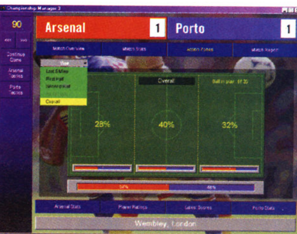
Once the season is under way, you can earn yourself some awards for your management skills. Manager of the month awards are dished out and you can look back at the entire year's awards in one go. Also, the game selects players of the week and makes a team of the week for you, so that's a good place to scout for in-form players. And if you want to look at the stats for any player who's taken your fancy, simply click on him and you'll be given everything about him. From this screen you can table an offer too.

A GAME OF TWO HALVES

Once you've sorted out all the players, transfers and everything else, you're going to want to start playing. As you're watching the events of your team's match unfold, there are a number of other options available to you. The incidents bit is the bar that continually flashes up all the action points of the ongoing game. But in *CM3*, whenever you choose another option away from this, the bar is shrunk slightly and moved to the bottom of the screen so you can always tell what's going on. You can watch the stats for each player update as the game goes on, and see the action zones. Results from all the other games can be watched in a teletext style display and a full match report of everything that has happened in the game can be called up just in case you missed something.



The Inter-toto Cup. Perhaps the most pointless competition in the whole footballing world.



Here you can see all the action areas for the Arsenal vs Porto game. Porto appear to have been defending mostly, but still managed to sneak a draw.

THE FINAL WHISTLE

It's going to be touch and go to see whether or not we get a review version in time for next issue, but needless to say this game is looking very hot indeed.



85% COMPLETE

PC CD ROM / PlayStation

FOOTBALL SIM | BY CRIMSON | NOV RELEASE | 1-4 PLAYERS

- NO OTHER VERSIONS AVAILABLE
- PC VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY VIRGIN
- TEL: 0171 368 2255

Amid all the sequels and updates comes *Viva Football* from Virgin. Of all the new football games coming out this Christmas, *Viva* shows the most promise.



Viva Football

Seeing as all the main football licences have now been snapped up, programmers who don't have much cash to throw about can concentrate on making sure that their game has all the playability and realism that the fans want – in theory anyway.

***Viva Football* may not benefit from any official endorsements, but that doesn't stop it having all the post-war teams to have competed in a world tournament, from Brazil 1970 to Bobby's Heroes, the England 1990 team.**

The cool thing about this is that depending on who the home side is, you must play by the rules of their particular era. So if it's before '94, the back pass rule doesn't exist. It also has all the real player names. And even though there is no commentary, you do hear the shouts the other players make to themselves.





Holding the pass button down is also a through ball.



It is possible to dribble the ball away from the goalkeeper.

Drop of the shoulder... see ya!

STATTO! STATTO! STATTO!

The player statistics in *Viva* are more than just a bunch of meaningless numbers for you to look at and moan because your favourite player is cack. They are actually a fair representation of the game. For instance, if statistics show a player like Overmars to be incredibly quick, then it's shown in the game too. He can be slowed when the ball is at his feet, but tapping it just ahead of him will enable him to build a full head of steam. There are other obvious differences too, like Shearer having a much better shot than Adams.



Shooting from distance is tough, but when they go in, Goal of the Month beckons.

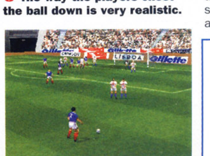
Adams steers the ball away from the danger zone.

THE REST IS HISTORY

The History option in the game lets you take over a world tournament from a specific year. You get a choice of the qualifying teams, and basically get the chance to redress the balance for Maradona's hand-ball, or prevent that deflected free kick against Germany. Some of these classic moments are also depicted in the games intro sequence, which has motion captured players re-enacting famous situations. Banks's save from Pele and, of course, the "Hand of God".



The way the players chest the ball down is very realistic.



'Ave a dig, moi saahn', or 'Put it in der mixa'. Sorted.

EAGER VIVA

First impressions indicate that *Viva* could be a decent football game. However, a couple of tweaks need to be made, and we'll tell you if the finished version matches the early promise next month.





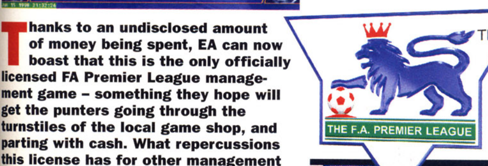




- YEAR OLD PREDECESSOR AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL: 0753 549 442

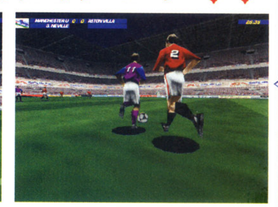
They tried last year to challenge the mighty *Championship Manager* and failed. Now EA's management sim fights back.

FOOTBALL MANAGER '99



Thanks to an undisclosed amount of money being spent, EA can now boast that this is the only officially licensed FA Premier League management game – something they hope will get the punters going through the turnstiles of the local game shop, and parting with cash. What repercussions this license has for other management sims remains to be seen. There's one thing we can be sure of – this is the only management game around that's going to have the Premiership trophy. Or a nice render of it anyway!





MO' MONEY

So what else does that license buy? Well for starters all the real team names, nicknames, logos and 3-D representations of stadiums will be featured. These won't add anything to gameplay, which is why the football fans who make up EA Sports new UK studio have put their thinking caps on. The result is a list of improvements to last years game, and several features that haven't been utilised in a management sim before.



Improve your stadium right here, right now.

YOU'RE ALL FIRED

EA have given some of these features fancy names, so bare with us as we try to explain them to you. The first is EAMail™, a new system that provides communication between you and your players, coaching staff and business contacts. You should also be able to chase up transfer news with this system as well. Virtual Managers is another new system, where you can decide which parts of the game are of no interest to you, then delegate them to a virtual manager. So if you don't want to pick a team, click here and the computer will do it for you.







QUITE REMARKABLE!

Once you've finished wheeling and dealing, and are ready to take control of a match, you'll be able to watch the game using EA's Virtual Stadium technology. You can zoom in on the action, or view it from overhead for increased speed. The enthusiastic tones of John Motson will offer commentary. If you're good enough offers may flood in from abroad, and you can play in the bonus European leagues.





Dwight Yorke must be good. Look at how full Old Trafford is!

MAN MANAGEMENT

More news as soon as we get it, which shouldn't be too soon. Until then, go scout some players.







MORTAL KOMBAT 4



The mania surrounding *Mortal Kombat* has died down a lot since the console release of the first game six years ago, but they've still got a massive following. *Mortal Kombat 4* is the first in the series to be in 3D, bringing it up to date with the *Tekken* and *Virtua Fighter* games, though it still manages to play a lot like the originals. The fighters have practically identical basic moves, meaning that anyone can play straight away with any character, though their special moves vary quite a lot. The game plays more like *Mortal Kombat 2* than *Mortal Kombat Trilogy* – a deliberate attempt to make it more instantly enjoyable to casual gamers, though the big combos and fatalities still take some learning. The conversions are great, with the Nintendo 64 version looking most like the arcade original. It's all pretty funny too, with great evil laughs, plus some extremely amusing deaths and injuries. For super-casual gamers (grannies, little kids, late-night drunken players, etc) and super-hardcore fighting fans (people who live in the arcade, people who can remember every special move ever, and those who spend all their spare time on *Mortal Kombat* internet sites) *Mortal Kombat 4* is fantastic. I just don't think there's quite enough for those people in between. **ED LOMAS**



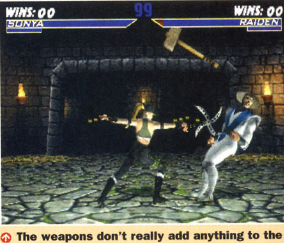
3D FIGHTING GAME
OUT NOW
BY EUROCOM
1-2 PLAYERS



- PRICE £44.99
- ARCADE AND IMPORT VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD/128MB CART
- PUBLISHED BY GT INTERACTIVE
- TEL 0171 535 7300



Most of the characters look a little bit rubbish, but it all adds to the strange charm that the *Mortal Kombat* games have.



The weapons don't really add anything to the gameplay, but having a fight where two people throw a skull at one another can be amusing.





HIGH FIVE!

COLIN McRAE RALLY

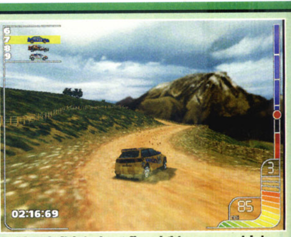
Colin McRae Rally is already one of the biggest games of the year, and this PC version is only going to help. It's practically the same as the PlayStation game, only with graphics that take advantage of the various accelerator cards available. All the textures are nicely smoothed off, everything looks very sharp, plus there are a few extra touches such as chunks of gravel flying about when you powerslide. If your PC set-up isn't totally up to scratch, however, it can get a bit tricky to control the car. But with a decent machine, *Colin McRae Rally* is as much fun to play as ever. One thing that's a bit strange – the presentation screens are practically the same as the PlayStation's, only the FMV is grainier and the rotating menus don't rotate any more. But hey, what's a rotating menu between friends when you've got a racing game as fun as this? **ED LOMAS**

PC CD ROM

RACING GAME
OUT NOW
BY CODEMASTERS
1-2 PLAYERS



- PRICE £34.99
- PLAYSTATION VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD (4MB MIN INSTALL)
- PUBLISHED BY CODEMASTERS
- TEL 01926 814 132



"One left into long five right over crest into tight hairpin left over jump into two right K post. I said 'K post'. The post Col... the post! Aaaagh!"

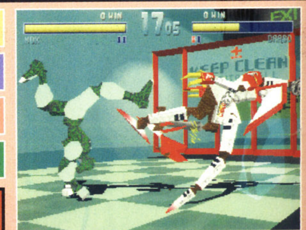


ZERO DIVIDE 2

There are some good ideas in *Zero Divide 2*, but it feels so out of date that it soon gets boring to play. The graphics are fair enough, but the characters are often very confusing to look at – there are many occasions when all you can see is a pile of polygons rolling around in a heap. There's not a massive selection of moves, but the combo system is similar in feel to *Virtua Fighter* or *Dead Or Alive*, if a bit simple. Not a lot of effort has been put into the PAL version either, so the fights are extremely slow. As with the first *Zero Divide*, the one-player game has some secret features to collect, but at this kind of speed it's hard work staying awake when completing the game for a sixth time. The PlayStation's got far too many good fighting games to make *Zero Divide 2* worth playing. **ED LOMAS**

3D FIGHTING GAME
OCT RELEASE
BY ZOOM
1-2 PLAYERS

- PRICE £34.99
- SATURN AND PS IMPORT VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600



It'll take nearly 20 seconds for Draco to land at this speed. We're exaggerating slightly...

MINI REVIEWS






VICTORY BOXING 2

The original *Victory Boxing* has enjoyed a healthy spell of being the best boxing game by virtue of being the only one around. Nearly two years later, JVC have tried to revamp the title, with improved graphics, and the same fight action. Except that it hasn't quite gone to plan. For starters, the control system has been changed, and it's not quite as effective. The separate buttons for jabs and punches on each arm has been changed to a high attack and low attack button. Repeated pressing results in short combos from your fighter. Also the option to create a boxer has vanished, along with the opportunity to develop your skills with training. This is like ripping the heart out of the original, and what you're left with is a competent boxing game. It's just a shame that JVC can only boast of having improved the graphics. **ALEX HUHTALA**


BOXING GAME
NOV RELEASE
BY JVC
1-2 PLAYERS


- PRICE £44.99
- PREDECESSOR AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY JVC
- TEL 0171 240 3121



Can you spot Dennis the Menace in the crowd? A bonus point to anyone who spots two of him.

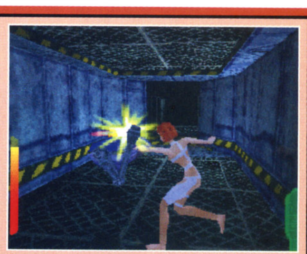



THE FIFTH ELEMENT

A below-average game of an above-average film. Play as taxi driver Corben Dallas or the lovely Leeloo as you try to save the world by finding four element stones. What follows is a sub-standard *Tomb Raider* clone. This is running, jumping and shooting territory, with a few simple puzzles thrown in. The levels don't really match the film to a great extent, so to remind you of why you might be attempting to play this, clips from the film are thrown in between levels. The characters are poorly realised, badly animated and the available moves are limited. The levels are all straightforward and predictable – if you've seen one, you've seen them all. The final insults are the enemies. Thanks to bad pop-up, they appear out of nowhere, and their design is bad. I can't remember any small flying robots in the film, but they keep attacking Leeloo, and that's the biggest problem of all – it's not *The Fifth Element*! **ALEX HUHTALA**

ACTION ADVENTURE
NOV RELEASE
BY KALISTO
1 PLAYER

- PRICE £34.99
- PC VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600


Funny thing is, Paul Davies is such a big *Fifth Element* fan he'll be forced to buy this game. Ha!





POCKET FIGHTER

There's a lot more to *Pocket Fighter* than initially meets the eye. When you first have a go, it seems like an extremely cut-down *Street Fighter* with a super-simple control system, but there's actually quite a lot of stuff to do in it. First off, for Capcom fighting game fans (and there are a lot of them) *Pocket Fighter* is a brilliant collector's item – the little bits of background detail and references to various games are very cool, plus the cute super-deformed characters look excellent. Although pulling off Flash Combos is very easy, putting together longer and more powerful combos can take some work. The selection of special moves and Super Combos is massive, and some of them are so bizarre you can't help but laugh. But the best thing is that it's a Capcom fighting game that just about anyone can play and enjoy straight away, while still being complex enough for the more hardcore fans. Also, although the PAL version is slower than the arcade original, the speed options mean you can get it running at practically the right rate. It's not quite *Street Fighter Alpha 3*, but *Pocket Fighter* is still a cracking little game. **ED LOMAS**


2D FIGHTING GAME

OUT NOW
BY CAPCOM
1-2 PLAYERS


- PRICE £39.99
- ARCADE, SATURN AND PS VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY VIRGIN
- TEL 0171 368 2255









When doing Tessa's bizarre quiz be truthful with your answers, unlike us.

Dan (far left) has some moves even we can't understand.





PARASITE EVE

Only one aspect of *Final Fantasy VII*, if not the entire *FF* series, lets it down: it's kind of all laid out for you. You don't explore as much as you do in, say, the *Shining Force* games. You don't battle as skilfully as you do in *Breath Of Fire III*. What makes up for all this is the phenomenal movie sequences, and the haunting, sometimes unbearably emotional, plot. *Parasite Eve* takes this balance and throws it all out of whack. The cinematics are stunning as ever, perhaps more so than *Final Fantasy VII* – they're certainly more adult. But the sci-fi horror plot feels phoney, and the battle system, which has enormous potential, is underworked, and therefore not so exciting. In the end *Parasite Eve* falls somewhere between *Resident Evil 2* and *Final Fantasy VII*, but never touches the genius behind either of those games. Aya is pretty though. **PAUL DAVIES**

CINEMATIC RPG
OUT NOW (USA)
BY SQUARESOFT

1 PLAYER

- PRICE £IMPORT
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 3 CDS
- PUBLISHED BY SQUARE/EA
- TEL IMPORTER






If Aya hadn't been so pretty, there's a good chance Paul would have only given this 1/5.




TIME CRISIS: PLATINUM

The best gun game available for the PlayStation, and now at a budget price. If you don't know this game by now, then you're not a game fan, but for those that arrived late, read on. *Time Crisis* is an incredible conversion of the smash-hit arcade original. You play Richard Miller, a hero for hire, who must rescue the President's daughter from an island fortress. The trouble is, the clock is ticking – if you're too late, she'll be killed. You must eliminate all guards, and clear areas as you progress through the levels earning more seconds for your quest. A duck button adds to the excitement, as you stay concealed and out of the way of enemy fire. All the arcade thrills have been perfectly captured, but best of all is a new PlayStation mode – an eight-stage new mission, which is better than the original game. Buy, buy, buy. Bye! **ALEX HUHTALA**


GUN GAME

NOV RELEASE

BY NAMCO

1 PLAYER

- PRICE £19.99
- FULL PRICE AND ARCADE VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600











Those who cannot afford a light gun will be pleased to know you can bung tomatoes instead.




UNHOLY WAR

The mix of strategy and realtime fighting makes *Unholy War* a strange, but very playable title. The first part of the game is the strategy element. You select three characters, which are then placed onto a hexagonal map. The idea is then to move your creatures to the other side of the map, and kill all the enemies. You also have a main base, which can create new fighters for you, depending on the amount of cash you have. And by standing a character on the hexagonal tile that holds ore, you get more money. Come face to face with an enemy and you enter the real-time fighting in a battle to the death. The fighting bit on its own is pretty good, but couple that with the strategy, and the whole thing comes together as an immensely cool little package. A surprisingly good game. **STEVE KEY**

FIGHTING STRATEGY
NOV RELEASE
BY CRYSTAL DYNAMICS
1-2 PLAYERS

- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EIDOS
- TEL 0181 636 3000





These 3D real-time fighting bits look really good. And just check out the fighters' names!




FUTURE COP: LAPD

There is nothing more enjoyable than blasting the hell out of everything in sight. *Future Cop: LAPD* is a prime example of this. There is no real plot or any great puzzles to solve, but the element of destruction, pure and simple, is very entertaining. There are two forms of gameplay mode. The first is where you are given a specific thing to blow up on a stage, and upon completion you'll move on to a new area. The second pits you and a computer controlled "cop" against each other, and you have to blow up as many things as you can. Whoever causes the most devastation wins. It's a very good game graphically, and the moody future city comes across in a very atmospheric way. Overall, it's a very entertaining game and one which will keep you playing for a while, but there's no great variety in the levels, so things start to get repetitive. **STEVE KEY**

ACTION GAME

NOV RELEASE

BY EA

1-2 PLAYERS

- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549442








At least the next lot of LA riots will be very exciting, what with all these mechs battling it out.


computer and video games
Alitalia
SEGA RALLY 2
coming to Dreamcast
Sega have confirmed *Sega Rally 2* for Dreamcast. It's just one of an amazing line-up of games which you can read all about, starting on PAGE 78!
© Sega

ARCADE


Nightmare fights with the legendary Soul Edge.

Namco's *Soul Edge* follow-up is gobbling coins in arcades all around the world at the moment. Here's why...

SOUL CALIBUR™

3D FIGHTING GAME	BY NAMCO
OUT NOW	1-2 PLAYERS
• NO OTHER VERSION PLANNED • DISTRIBUTED BY NAMCO	• SYSTEM 22 BOARD • SIT-DOWN CABINET

Because of the popularity of the PlayStation conversion of *Soul Edge* (known as *Soul Blade* in the UK), Namco have spent a lot of time developing *Soul Calibur* as a top-quality arcade fighter. A massive speed boost has really helped the action, as has a considerably upgraded combat system. Some of the original fighters are back, along with a bunch of new faces, all of whom use close-combat weapons such as swords, nunchakus, battle axes and sais. With hints of *Tekken 3* throughout, *Soul Calibur* is well worth taking some time over.





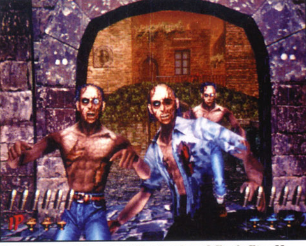
SELECT-A-SOUL

There are 10 regular characters in *Soul Calibur* – Voldo, Sophitia, Mitsurugi, and Taki from the first game, plus all-new fighters Ivy, Kilik, Xianghua, Maxi, Nightmare and Astaroth. A few of the new fighters play a bit like some of the missing original characters (Maxi uses his nunchakus like Li Long, while Astaroth has a gigantic battle axe similar to Rock's). There are a few secret time-release characters too, including the original game's Hwang and even *Tekken*'s own space ninja Yoshimitsu!

GO YOUR OWN WAY

Soul Edge was one of the first fighting games that gave players the ability to move in and out of the screen during fights. *Soul Calibur* has a system known as the "8 Way Run" which makes the battles a lot more open than before. You can use this system to sprint anywhere in the arena you want, even unleashing impressive attacks as you go. Because the stages are all different shapes and sizes, the 8 Way Run is very handy for luring the enemy into tricky situations, and it makes it possible to escape and buy yourself some recovery time.

ARCADE



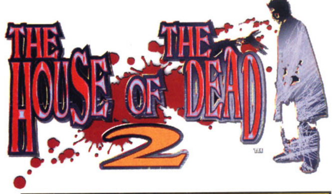
When zombies get hit, chunks of flesh fly off them. When they hit the deck, they disolve.

© SEGA 1998

Here are the first two games to run on Sega's Dreamcast-based Naomi arcade board, and they're both infested with zombies!

TWO NEW UNDEAD TITLES FROM SEGA'S AM1

GUN GAME	BY AM1
SPRING RELEASE	1-2 PLAYERS
• DREAMCAST VERSION RUMOURED • DISTRIBUTED BY DEITH LEISURE	• NAOMI BOARD • MEGALO 50 CABINET





The first *House Of The Dead* was arguably the best arcade shooting game since the original *Virtua Cop*, and the sequel looks as though it should be even better. Not all that much is known about the game yet, but the early version shown at the recent JAMMA arcade show in Japan blew everyone away! It's the first game to use Sega's new Naomi arcade board (basically a cabinet with a Dreamcast inside) and shows just how powerful the system is. For now, look at these early screenshots and get ready for a big update nearer the game's release.

OUR SAVIOURS!

In the original Model 2 arcade game, Thomas Logan and G had to work their way through a massive mansion after the twisted Dr Curien. In *House Of The Dead 2* the situation is a lot more serious – the zombies have taken over the whole town! There are four major characters, two of which are playable from the start, though we're still not 100% sure that the original heroes are back to save the day again.





Tackling this guy will be tough since his buddy is covering him!

COMBAT GAME	BY AM1
SPRING RELEASE	1-2 PLAYERS
• DREAMCAST VERSION RUMOURED • DISTRIBUTED BY DEITH LEISURE	• NAOMI BOARD • STAND-UP CABINET

BLOOD BULLET





As well as a *House Of The Dead* sequel, AM1 are working on *Blood Bullet*, a *House Of The Dead* Side Story. The story goes that the military has been conducting experiments to create an army of undead warriors, and a terrible accident has meant that they've escaped and you need to take them all down. The game itself is a cross between a sideways-scrolling fighting game and a Role Playing Game, in that there are multiple storylines to follow as well as loads of ass to kick. For extra variety all the characters are able to fight either with their bare hands and feet, with proper weapons, or even with bits and pieces of scenery along the lines of Sega's *Die Hard Arcade*. This could be a LOT of fun!

THE SUPER FLY CREW

There are three main characters in *Blood Bullet*, each with their own characteristics and attacks. The brilliantly-named Stick Breitling, Linda Rotta and Rikiya Busujima have to battle through the streets and buildings, taking just about everything to pieces with whatever comes to hand. On top of scrapping, there are various tasks to complete, such as finding items and taking them to certain areas, operating machinery and talking to other characters. Sounds good to us!

STICK BREITLING RIKIYA BUSUJIMA LINDA ROTTA



Brings back memories of the great *StreetS Of Rage* games. Choose your buddy, then kick criminal ass!

ARCADE



SPORTED!
the flashest
sports magazine out!
ONLY £1
ON SALE EVERY TWO WEEKS



BLUE STINGER

Climax, the RPG experts who made *Landstalker* and *Dark Savior*, as well as original racer *Felony 11-79* have revealed their first Dreamcast project.

Blue Stinger is an adventure game on the lines of *Resident Evil*, only in complete 3D. The storyline is very important and has been done by Hollywood writer Pete Von Sholly, who has previously worked on things like *Fist of The North Star* (the live-action one) and The *Shawshank Redemption*. Because of mysterious secret tests carried out in the near future you'll come across plenty of hideous monsters created by Robert Short, make-up man on the movie *Beetlejuice* and creature designer for countless horror movies. We don't need to tell you how good the graphics are – you can tell for yourself just by looking at these incredible genuine Dreamcast screenshots!

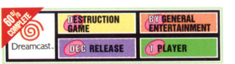


Will you look at that? Just look at it! Phwoar...






You can expect to get your hands on some massive weaponry during the course of the game.



GODZILLA GENERATIONS

More pictures of Sega's *Godzilla* game have been released showing more incarnations of the famous monster.

As well as the original "man in a rubber suit" version, the "man in a shiny suit" Mecha-Godzilla and the "not a man at all" 1998 movie versions are known to be in there. One thing Sega are keen to point out is that all of the levels in the game are based on real Japanese locations, such as downtown Tokyo. As you can tell from the screenshots, the detail of the cities is very impressive and the simple idea of destroying everything sounds like excellent fun. More soon.



There's even a "Sany" building in Tokyo for you find and destroy. Just who could that be based on? Hmm.



Now *this* looks like fun! Only 98.3% to go.

JULY

Not too much is known about the mysterious *July* at the moment, but it certainly sounds interesting.

The game's storyline is based loosely on the prophesies of Nostradamus, and is set in 1999. A new type of human is being born, one which takes over the bodies of other humans in order to reproduce. You play as Joshua, a regular human with a few unusual traits caused by a "new" human called Gene. The game is a full-on adventure which will feature lots of Japanese text and speech, and an English translation isn't looking too likely at the moment. Still, we'll let you know what it's like nearer release.



Expect some real excitement in this lovely hospital ward.



You'll have to guess what this is about yourself. We known nothing.

ELEMENTAL GIMMIK GEAR

A Role Playing Game mixing impressive 3D battles with detailed hand-drawn 2D adventure sections. Sounds interesting.

EGG is set on a distant planet where archaeologists have recently uncovered a mysterious device with a man sleeping inside. After studying this device, they build their own versions, eventually mass-producing it as an everyday vehicle – the Elemental Gimmik Gear. A hundred years later, giant earthquakes shake the city and giant tentacles spread out of the ruins and start attacking nearby villages. The man inside the device wakes up having lost his memory, and sets out to find out what's been going on.

The story sounds good enough, and the pictures make the game look great too. More on *EGG* soon!








D2



The Laura Parton character model is intricately detailed.

The very first Dreamcast game to be revealed is coming on nicely, as these impressive screenshots show.

The lighting effects are particularly good, as you can tell from the sunset scenes filled with a beautiful orange glow. Laura Parton, the main character, can go anywhere in the large game area she wants, and there are various vehicles around for her to take advantage of. These pictures also show some of the enemies Laura will encounter, as well as the way the firing system works. As you can see, the view zooms into Laura's eyes for a first-person view along the lines of *Goldeneye* on Nintendo 64. *D2* should be a big one.

It looks as though these mutant creatures burst from the chests of human host bodies, a bit like in Alien. It's disgusting, but we like it! We just hope that Warp's *D2* is as good as it looks.



MONACO GRAND PRIX RACING SIMULATION



The sequel to UbiSoft's *Grand Prix Racing Simulation* is coming to Dreamcast as well as PC CD-ROM.

The PC version will be available before Christmas, and really shows how good PC games can look with the aid of impressive graphics cards. The detail on the cars themselves is quite remarkable, with accurate models which reflect the light brilliantly. UbiSoft have translated an early version of the PC game onto Dreamcast, and should have a fully-enhanced version ready for release before too long.





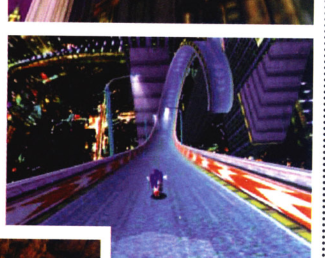
The detail on the cars is quite amazing. It's good fun to play, too.



SONIC ADVENTURE

After last month's pictures and details of the Japanese revealing of *Sonic Adventure*, the CVG team has had a proper close-up look at a demo version of the game.

These screenshots show the three stages which we saw in full. Some of the graphical effects are truly amazing, and the size of some stages will blow you away. Check out the pictures, then imagine the game moving around perfectly smoothly – everything looks so solid it's hard to believe it's a video game. The music is also worth mentioning, as it sticks to the traditional *Sonic* style only with a great rockin' feel to it. Expect a full playtest of the awesome *Sonic Adventure* in next month's issue!



Speed Highway – Sonic gets up to insane speeds on this level.



Knuckles gets to glide above the cloud cover.



As the giant snowball follows you downhill it takes out fences and other scenery, getting bigger all the time! Tension all the way.

90% COMPLETE Dreamcast. SPORTS GAME · BY GENERAL ENTERTAINMENT · NOV RELEASE · 1-4 PLAYERS

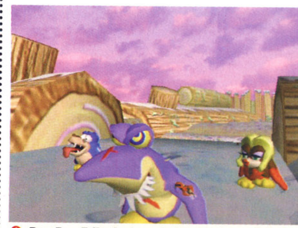
PEN PEN TRIICELON

Now confirmed as one of the Japanese Dreamcast launch games, more information is coming out about the wacky racer, *Pen Pen Trilcelon*.

It's set on the distant Iced Planet, where the crazy Pen Pens are holding races in three events – running, swimming and sliding. The characters all look great, if a little unusual, and each has their own racing style and areas of expertise. *Pen Pen* is likely to be the first Dreamcast game for big groups of people, and may turn out to be a bit of a party hit!



The high resolution of the graphics means that it's hard to believe these are genuinely in-game pictures.



Pen Pen Trilcelon's weird characters all look great, and will no doubt be well animated too.

PC CD ROM | ACTION/ADVENTURE | BY CORE DESIGN | NOV RELEASE | 1 PLAYER

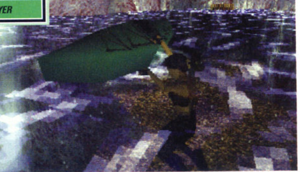
TOMB RAIDER 3

Another month, and more progress is made on the latest Lara adventure. This month sees the new costumes making an appearance, as Lara puts on the outfits to suit the occasions.

We got our hands on an entire Area 51 level, which features lots of new hazards to negotiate. There are infrared trip wires (or are they lasers?) everywhere, plus machine-gun mounted motion detectors.

More gameplay details have been revealed, along with the first shots of a new vehicle – it's a canoe, and all we see is Lara about to get into it.

Plus there are lots of new shots showing off the dramatic lighting, and enemies in all the levels. It's only a month away now!



That's a canoe, and she's going to use it!



Area 51, and the MPs can't resist dancing with Lara.



Lahndan Tahn Underground.

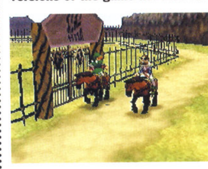


Boom! Cry wolf, and try not to hurry!



LEGEND OF ZELDA: OCARINA OF TIME

There are only two months to wait until the official UK release of "the big one" according to THE Games. We're still sceptical, but to prove it, there were quite a few English language versions of the game at ECTS. As with *Castlevania*, people packed around the screens to see it (even if the interior of Nintendo's stand was cramped). As usual, this month sees more new screenshots being unveiled and some more news on what to expect from the game. Riding Link's horse, Epona, is as simple as holding the B button. Depending on how many carrots are displayed, Link can whip the horse to go faster. The horse is vital for travelling between towns, as the distances that separate them are huge.











90% COMPLETE | PlayStation | AQUATIC ADVENTURE | BY KONAMI | ? RELEASE | 1 PLAYER

DEEP BLUE





A game about deep sea diving may not sound exciting, but this game aims to prove otherwise.

It's all about an old boat that sunk before *World War 2*, called the Gigantic Matilda (please, Konami UK, change that name). Legend has it that the ship contained a valuable treasure that has never been found.

Your mission is to salvage the treasure, but before that you must train, and buy equipment.

As you start the game with nothing but a pair of yellow trunks, you've got a long way to go! By finding antiques on the sea bed you can earn money and buy items like flippers and scuba gear.

Here's a clue, follow the dolphins. And buy some new trunks boy! Yellow?



SILENT HILL

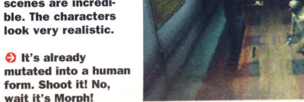
Fans of *Resident Evil* will be impressed by the look of *Silent Hill*, as it features some stunning rendered sequences, brilliant music and what could be the scariest gameplay ever!

It all starts when your daughter is kidnapped. From here on in, things get weird. The game has some jump-from-your-seat scares, but much darker and worse is the whole atmosphere.

It's psychologically creepy, with camera angles, music and lighting all adding to the effect. Unlike *Resident Evil*, the graphics are made up entirely of polygons, so the gameplay should prove less restrictive. We'll have to wait until next year to see.



The rendered cut-scenes are incredible. The characters look very realistic.



It's already mutated into a human form. Shoot it! No, wait it's Morph!

80% COMPLETE · PlayStation · ADVENTURE · BY ATLUS/KONAMI · OUT SPRING '98 · 1 PLAYER

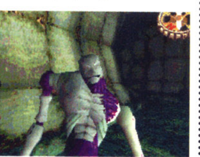
DARK MESSIAH



More high-quality FMV action.

Something evil lurks under the streets of Tokyo. The disturbances started with an underground accident, and somehow you were involved.

Now you have to clear up the mess, venturing into the sewers and underworld of Tokyo, where a secret world of tribes and monsters await. Early indications suggest *Dark Messiah* is a mixture of *Myst* meets *Resident Evil*, and the cut-scenes provide plenty of gore.



Looks like this guy strolled in from Saturn *House of the Dead*.

85% COMPLETE · NINTENDO 64 · PLATFORM ADVENTURE · BY KONAMI · OUT SPRING · 1 PLAYER

CASTLEVANIA 64



The time of day now affects the enemy's powers.

This game was sneakily hidden in the middle of the Nintendo stand at the recent ECTS show, but had a constant crowd gathered around the consoles. The whip-wielding Belmonts are back.

This time it's the turn of Schneider Belmont to face the resurrected Dracula. Of course, the added attraction of this *Castlevania* is that the action is now in 3D. An early look indicates that a lot of ideas from *Symphony of the Night* have been carried over into the latest game.

Even the Saturn only features have been borrowed, as *Castlevania 64* can be played with one of four characters. Besides Schneider, there's Cornell Reinhardt, a master of hand-to-hand combat who can also transform into a wolfman. Carrie Eastfield is a small girl, so her combat skills aren't very effective. She does have very powerful magic attacks.

The final character is Kola, about whom not much is known, except that he wields a chainsaw. There will be unique endings for each character, and the game will be different, due to the multiple pathways and routes.

One new feature of the series is how the time of day can affect an enemy's power. While there is sunlight, vampires will cower in the shadows, while at night – well you know about vampires, don't you?



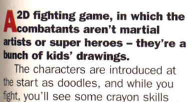
If it moves, whip it! Except for flames!

100% COMPLETE · NINTENDO 64 · 3D FIGHTING · BY KONAMI · WINTER RELEASE · 1-2 PLAYERS

RAKUGA KIDS



A 2D fighting game, in which the combatants aren't martial artists or super heroes – they're a bunch of kids' drawings.



The characters are introduced at the start as doodles, and while you fight, you'll see some crayon skills being applied to the on-screen action. Once an attack gauge is full, you can unleash a special attack. These sometimes take the form of additional drawings, with weapons or contraptions being drawn around an opponent.





KEN SEI: SACRED FIST



More looky-likeys. It's Jin Kazama and The Crow!

A promising fighting game that uses a control system similar to *Soul Edge*, although the characters don't use weapons. There are nine available characters to start, with space for 22 available on the options screen.

A nice (dirty) feature is the variety of attacks you can launch on an opponent if they are facing away from you. Face to face, you might press throw to roll an opponent – if they are facing away, the same button combination might result in a bear-hug. Characters are from around the world, and each has a distinguishable style.

One character is very dodgy however! While *Tekken* has characters who bear more than a passing resemblance to Bruce Lee and Jackie Chan, Douglas in Ken Sei looks suspiciously like Steven Segal! Good Grief!



It's him! It's Steven Segal!



REBUS



A turn-based strategy/rpg. The look and moves are similar to *Final Fantasy Tactics*, and as that game never came to the UK, you may want to sample this instead.

Characters can perform the usual attacks and spells plus build armies. The one addition to the genre, is the ability to adjust the terrain to your tactical advantage.

This includes raising terrain so you may cross land, plus lowering the land to trap or halt your enemy.



70% COMPLETE · PlayStation · STRATEGY/RPG · BY ASCII · DEC RELEASE · 1-4 PLAYERS

MASTER OF MONSTERS

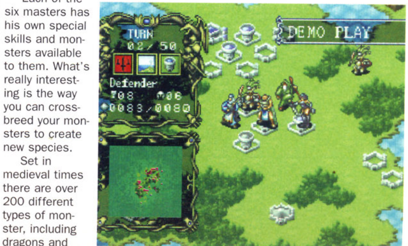
The monsters are summoned one after the other by the commander.

Choose one of six monster masters. Who will then help your quest – that's nice.

An update of an old Mega Drive game of the same name. You are one of six monster masters, and aim to take over the world.

Each of the six masters has his own special skills and monsters available to them. What's really interesting is the way you can cross-breed your monsters to create new species.

Set in medieval times there are over 200 different types of monster, including dragons and unicorns, and over 100 spells.



Breed a monster army, and go to war. But why not build a peaceful, nature-loving monster society?



BANGERS AND MASHED UP MOTORS



What better way to prepare for *Carmageddon 2* than to go banger-racing? And who better to go banger racing than Steve Key, a man with 'infinite driving skills' and a love of racing games...? Er, someone who can drive real cars maybe?

For most people, their first driving lesson is a trauma. Stalling at the lights, being seen by your mates with both arms clamped onto the wheel doing a sound barrier-breaking 20 mph! Or being over-taken by pensioners in their Robin Reliants – it's a nightmare-inducing experience.

But the first time I stepped into a car, the main worry was the fact I was about to have a head-on collision with clapped-out old Escort. You see, the first time I sat down in a car to drive it, my aim was to smash it to ribbons! Not a pumping stereo in sight. No tinted windows (there were no windows at all) and not even a passenger seat. This is driving at its best!

CRUMPLE ZONE

I managed to stop the car stalling long enough to get it out of the pits for the first race, then stalled it on the start line. But I got the damn thing going again and hared through the first couple of laps. Then I had the urge to bash one of the cars lapping me with consummate ease. I hit him, but my car turned round completely and was now stationary but facing the on-coming traffic. Head-on collisions weren't allowed, but in this position I was cannon fodder. Frantically trying to get the damn car started, the engine finally kicked in but just as it did I got a nick on the side of the car. The engine immediately cut out and I was helpless. As I sat there like a plum, four cars battling for first place bombed round the corner towards me – a pile-up was inevitable. The outside car lost control. There was only one thing that was going to slow him down – me. Crash! My foot-long bonnet was now about an inch long... But at least I can say my car was the first write-off.

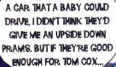


STOP STALLING

Not wanting to sound like a complete driving dunce, I sat in my first car (a Fiat) and tried to convince myself that I knew how to start a car. Revs... ignition... engine starts. Excellent. First gear... judder forward... stall. Repeat the last task about three times before finally managing to pull the damn car out of the pits. The first race is a "no-contact" – to get used to the course. So I trundle around in second gear and get lapped by everyone twice. Then they let me loose on the race proper. Man against man against machine. Greased Lightning it isn't.

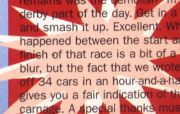


A field in the Isle of Wight. And 34 manic drivers. Happy days!



The tyres on these clapped out old mules have more bald patches than a bunch of Lombardo lookalikes.





One car down, and all that remains was the demolish "m" derby part of the day. Get in a car and smash it up. Excellent. What happened between the start and finish of that race is a bit of a blur, but the fact that we wrote off 34 cars in an hour-and-a-half gives you a fair indication of the carnage. A special thanks must go to Pete Noble, Sam, all the SCi crew, and the Stainless guys for sorting the day out. Top stuff.





WWF
WAR ZONE
Know the Score
Nintendo Official Magazine AWESOME
No. 1 both sides of the Atlantic
"Wrestling is back with a bang! If you're beat 'em up nuts then give this one a crack!"
90% - Awesome Award - Official Nintendo Magazine
"Top grappling action!"
64 Sizzler Award - 64 Magazine
"A playable party monster!"
Total Playstation
"Easily the best wrestling game on the N64!"
N64 Pro
"Bags of fun! As far as wrestling games go, WWF Warzone is the best yet! Flesh slappingly good!"
Playstation Pro"
" Warzone is an excellent wrestling game and loads of fun!"
Total 64
"A total riot! The best wrestling game without a doubt!"
Star Game Award - N64 Magazine
"The N64 has never witnessed anything like it before! The characters are stunning!"
V64 Magazine
"At last a wrestling game that's playable and entertaining… It's brilliant!"
Playstation Power
PlayStation
NINTENDO 64
GAME BOY
www.acclaimsports.com
ACCLAIM SPORTS
STEVE AUSTIN
SHAWN MICHAELS
FAAROOQ
THRASHER
HUNTER
MOSH
TRIPLE H
OWEN HART
CUSTOM
CUSTOMIZE

FREEPLAY

CAPCOM PLANS FOR DREAMCAST

What do the creators of *Resident Evil* and the *Street Fighter* series make of Dreamcast and PlayStation 2? We spoke to Capcom's General Manager, Noritaka Funamizu, who told us everything we want to know, and a lot more besides. The future of gaming – a large portion of it – laid bare for you!

Q What was your first impression of the Dreamcast?
NF It was completely different to what I thought it was going to be. I was surprised to see it was even more powerful than Model 3. The hardware looks very interesting.

Q Did Capcom give any advice to Sega about what it would like to see from the Dreamcast hardware?
NF We did ask Sega to make sure that it supported 2D titles as well as 3D. However, at the moment the 2D tools aren't as good as we would like them to be. We're hoping that Sega will be able to improve them to our expectations before the final version is released.

Q Will you be able to do perfect conversions of CP-System III games on Dreamcast?
NF That depends on whether Sega has listened to us or not. If it makes the amendments we asked for then it should be possible.

Q The Resident Evil franchise seems ideally suited to the Dreamcast hardware. Can you let us in on any of your plans for bringing the world of survival horror to the 128-bit generation?
NF On October 6th, Sega will hold its New Challenge Conference: Part 2. Capcom will be there to make a joint announcement with Sega about Resident Evil on Dreamcast.

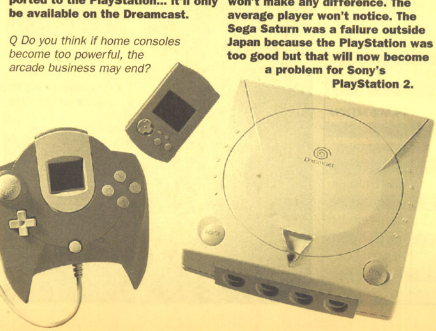
Q Dreamcast will appear in an arcade form as the Naomi board. Since Capcom supported the PlayStation System 11 and 12 hardware, are you at all tempted to switch to the far greater 3D power of the new Sega machine?
NF We will make an official announcement about this at the JAMMA Show in mid-September, but I think that we will eventually stop using the PlayStation board for arcade games some time soon. We've pretty much pushed that hardware as far as we can.

Q Will Naomi board games all become Dreamcast-exclusive games?
NF It would be very difficult to convert Naomi games to the PlayStation. However, we'll be able to port all our PlayStation board games to the Dreamcast.

Q Will you improve your PlayStation board games to make more use of the Dreamcast?
NF No, we won't. We won't alter the game to make it look better on the Dreamcast hardware. However, if we have a PlayStation board game that we can't port to the PlayStation then it will only be ported to the Dreamcast. We won't let the quality of games suffer. For example, Star Gladiator 2 won't be ported to the PlayStation... it'll only be available on the Dreamcast.

Q Do you think if home consoles become too powerful, the arcade business may end?
NF No, that's not the reason. The problem is that the 'Game Era' has gone. The days when people really loved playing computer games has ended. Nowadays, there are many other forms of entertainment and computer games are just one of them. This is mainly because of Sony. Because of the widespread PlayStation market, the way people think about games has changed. Sony has created a new era of light users who consider games to be just an everyday form of general entertainment – nothing special. This is both a good thing and a bad thing. Its games are based more around visuals than on actual gameplay. The kind of games that we used to see from Nintendo have gone. These are the games that children used to play, but now they don't.

Q What aspirations does a company that has achieved so much, have for the future?
NF Switching to Dreamcast development will be our biggest challenge. Up to now, we've never been able to do what we really wanted to do because there's always been some kind of hardware limitation whether it was the CPU or the graphics chips. Both for the SFC and PlayStation we pushed the hardware to its limit, but the Dreamcast is too powerful – we'll never be able to do that. Even if Sony releases the PlayStation 2 and it's more powerful than the Dreamcast, it won't make any difference. The average player won't notice. The Sega Saturn was a failure outside Japan because the PlayStation was too good but that will now become a problem for Sony's PlayStation 2.



READERS' MOST WANTED CHART

Dreamcast is the clear winner this month, with almost twice as many votes as last month's Nº1, *Final Fantasy VIII*. Dreamcast games, *Sonic Adventure* and *Virtua Fighter 3*, also make strong showings in the chart. And *Tekken 4*, unsurprisingly, enters the chart soon after the release of *Tekken 3*.

1	DREAMCAST	SEGA
2	FINAL FANTASY VIII	PLAYSTATION/PC
3	METAL GEAR SOLID	PLAYSTATION
4	TOMB RAIDER 3	PLAYSTATION/PC
5	SONIC ADVENTURE	DREAMCAST
6	VIRTUA FIGHTER 3	DREAMCAST
7	RESIDENT EVIL 3	PLAYSTATION
8	PARASITE EVE	PLAYSTATION
9	F-ZERO X	N64
10	TEKKEN 4	PLAYSTATION

We reckon this is what the chart will look like for a few months – dominated by Dreamcast and the games planned for it. Sega's new console is on the minds of everybody who knows anything about games, and will go on sale in Japan soon. We'll have to wait a year before we get it in the UK, although we'll be able to buy it on import at £1000 a pop if we want it before the official launch – a bargain!? Two games that just missed being in the chart (actually, they missed out by a long margin, but we thought we'd mention them anyway) were Mr T – the Game and Howard Marks Drug Smuggling Sim. Maybe next time...

Contents

computer and video games OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES CHARTS

PLAYSTATION TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**1**	**WWF: WARZONE**	**ACCLAIM**
2	2	COLIN McRAE RALLY	CODEMASTERS
3	3	GRAN TURISMO	SONY
4	5	RESIDENT EVIL 2	VIRGIN
5	4	FLUID	SONY
6	6	PREMIER MANAGER '98	GREMLIN
7	8	BOMBERMAN WORLD	SONY
8	7	WORLD CUP '98	EA
9	9	POINT BLANK	SONY
10	10	POINT BLANK + G-CON 45	SONY

PLAYSTATION PLATINUM TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**NE**	**TOCA TOURING CAR**	**CODEMASTERS**
2	1	TEKKEN 2	SONY
3	2	TOMB RAIDER	EIDOS
4	3	CRASH BANDICOOT	SONY
5	4	DIE HARD TRILOGY	EA
6	5	MORTAL KOMBAT TRILOGY	GT
7	6	MICRO MACHINES V3	CODEMASTERS
8	7	FORMULA 1	PSYGNOSIS
9	8	INTERNATIONAL TRACK AND FIELD	KONAMI
10	10	WIPEOUT 2097	PSYGNOSIS

NINTENDO 64 TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**NE**	**ISS '98**	**KONAMI**
2	1	BANJO KAZOOIE	THE GAMES
3	2	WWF: WARZONE	ACCLAIM
4	3	GOLDENEYE	THE GAMES
5	4	WORLD CUP '98	EA
6	5	NBA COURTSIDE	THE GAMES
7	6	GT 64	INFOGRAMES
8	7	SUPER MARIO KART 64	NINTENDO
9	8	SNOWBOARD KIDS	NINTENDO
10	9	DIDDY KONG RACING	THE GAMES

PC CD-ROM TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**1**	**CANNON FODDER: SOLD OUT**	**SOLD OUT**
2	2	COMMANDOS	EIDOS
3	8	SETTLERS 2: CLASSIC	BLUE BYTE
4	4	TITANIC: ADVENTURE OUT OF TIME	EUROPRESS
5	5	LULA: THE SEXY EMPIRE	TAKE 2
6	6	X-FILES: THE GAME	EA
7	7	CARMAGEDDON: REPLAY	SCI
8	RE	CHAMP MAN 2 '97/98	EIDOS
9	9	PREMIER MANAGER '97/98	GREMLIN
10	RE	SPECIAL OPS	TAKE 2

JAPANESE MULTI-FORMAT SALES TOP 10

1	**METAL GEAR SOLID**	**PLAYSTATION**
2	STAR OCEAN	PLAYSTATION
3	POCKET MONSTER STADIUM	NINTENDO 64
4	BIOHAZARD DUAL-SHOCK	PLAYSTATION
5	POWERFUL PRO BASEBALL 98	PLAYSTATION
6	GUNBARL 2	PLAYSTATION
7	RIVAL SCHOOLS	PLAYSTATION
8	FRUIT MACHINE GAME	PLAYSTATION
9	DIRECTORS CUT DUAL	PLAYSTATION
10	XI [SAI]	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	**WWF WARZONE**	**PLAYSTATION**
2	NCAA FOOTBALL '99	PLAYSTATION
3	GRAN TURISMO	PLAYSTATION
4	MISSION IMPOSSIBLE	NINTENDO 64
5	BANJO KAZOOIE	NINTENDO 64
6	NFL XTREME	PLAYSTATION
7	WAIALAE COUNTRY CLUB	NINTENDO 64
8	GOLDENEYE	NINTENDO 64
9	TIME CRISIS	PLAYSTATION
10	KARTIA	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1	**ISS PRO '98**	**PLAYSTATION**
2	METAL GEAR SOLID	PLAYSTATION
3	BRIAN LARA CRICKET	PLAYSTATION
4	NiGHTS	SATURN
5	PANIC PARK	ARCADE



COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN U.K. TOP 5

1	BURNING RANGERS	SEGA
2	WORLD LEAGUE SOCCER	SEGA
3	PANZER DRAGOON SAGA	SEGA
4	SHINING FORCE 3	SEGA
5	DEEP FEAR	SEGA

SATURN IMPORT TOP 5

1	MARVEL VS CAPCOM	CAPCOM
2	RADIENT SILVERGUN	TREASURE
3	3 CAPCOM GENERATIONS	CAPCOM
4	THE CONVIENIENCE STORE	HUMAN
5	KONAMI MSX COLLECTION	KONAMI

PLAYSTATION U.K. TOP 5

1	TEKKEN 3	SONY
2	ODDWORLD: ABE'S EXODDUS	GT
3	TOCA 2 TOURING CAR	CODEMASTERS
4	MICHAEL OWEN'S WLS '99	EIDOS
5	MEDIEVIL	SONY

PLAYSTATION IMPORT TOP 5

1	METAL GEAR SOLID	KONAMI
2	CAPCOM GENERATIONS	CAPCOM
3	BEAT MANIA	KONAMI
4	RESIDENT EVIL 2: DUAL SHOCK	CAPCOM
5	PACHINKO STATION MONSTER HOUSE SPECIAL	SUNSOFT

PC TOP 5

1	HALF LIFE	CENDANT
2	HERETIC 2	ACTIVISION
3	MICHAEL OWEN'S WLS '99	EIDOS
4	THIEF: THE DARK PROJECT	EIDOS
5	SIM CITY 3000	EA

NINTENDO 64 TOP 5

1	TUROK 2	ACCLAIM
2	F-ZERO X	THE GAMES
3	WCW VS NWO REVENGE	THQ
4	1080° SNOWBOARDING	THE GAMES
5	BUCK BUMBLE	UBI SOFT

NINTENDO 64 IMPORT TOP 3

1	WCW VS NWO REVENGE	(US)
2	CITY TOUR GP	IMAGINEER
3	LET'S SMASH	HUDSON

GAME BOY TOP 3

1	COLOUR GAMEBOY	THE GAMES
2	TUROK 2	ACCLAIM
3	NBA JAM '99	ACCLAIM

ARCADE TOP 5

1	VF3: tb	AM2
2	DAYTONA 2	AM 2
3	STREET FIGHTER ZERO 3	CAPCOM
4	SOUL CALIBUR	CAPCOM
5	SEGA RALLY 2	AM ANNEX

CVG'S 15 BEST VIDEOGAME TREES

1 ....GHOULS N GHOSTS
2 ....MARIO 64
3 ....SHINOBI
4 ....ACTUA GOLF 2
5 ....LEADER BOARD
6 ....OUTRUN
7 ....SENTINEL
8 ....TOMB RAIDER 3
9 ....DEATH CHASE 2000
10 ....PILOT WINGS
11 ....JET SET WILLY
12 ....NiGHTS
13 ....ZELDA
14 ....SONIC THE HEDGEHOG
15 ....DONKEY KONG

VIDEO GAMING

GOSUB Keith Ainsworth's
:IF PEEK(16386)=

R.E.T.R.O R.A.N.C.H

THEN=GOTO 10>>
:RETURN

SEGA: to be this old means you've been around for AGES. In this issue I'll be taking my pick of the best coin-op games ever to appear under the Sega name. It is a name I've seen in arcades all my life. A few years ago I saw a Sega fruit machine (for sale second hand) that used pre-decimal money!

IT'S BEEN AGES...

The company we know today as Sega came together from the merger of many different companies. It all started in the early 1950s, when America was fighting the Korean War, and US soldiers were often based in Japan. A company named Nihon Goraku Bussan started to import pinball machines and jukeboxes to entertain these soldiers.

In 1965, Nihon Goraku Bussan merged with a company run by ex-US serviceman David Rosen. Rosen had been importing air-rifle games and other coin-operated entertainments since the late '50s. The brand name Nihon Goraku Bussan used was Service Games. This was abbreviated to Sega, and the merger with Rosen Enterprises gave the now familiar Sega Enterprises Inc.

When *Space Invaders* became popular, Sega developed video games of its own and also acquired US company Gremlin Inc. Many of the games I feature here were developed in the US and appeared under the name Sega/Gremlin or even Gremlin/Sega.

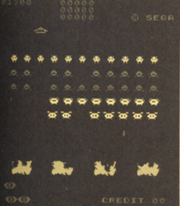
Namco received a lot of criticism when they went back to the early 80s and even the late 70s in some cases for their retro compilations. The Sega Ages pack released in the UK contained relatively sophisticated games starting from 1985. But this meant they missed out many classics (and a few duff ones too).

FONZ WAS SEGA'S FIRST

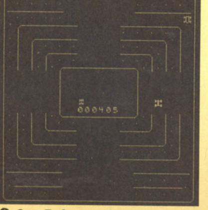
The first video game I've found baring the Sega name is something of a surprise. *Fonz* was a 1976 game based on the hit TV show Happy Days. The slogan went: "TV's hottest name, Your hottest game". It was a simple motorcycle game that had handlebars on the cabinet. You had to go as fast as possible without skidding off the road or hitting another bike.

The next two are sure not to show up on any proud Sega retrospective. *Space Attack* was a colourful *Space Invaders* rip-off, and *Invinco* was another *Space Invaders* clone but with non-alien targets.

1979's *Head-On* was a top-down viewed car game. There was a maze of passageways from which you had to collect dots. Your aim was to collect them all without colliding with the computer car coming in the opposite direction. The game definitely crosses the line into impossible and frustrating. It is also exactly like the 1978 Atari VCS cartridge Dodge'em.



The differences were subtle, OK!

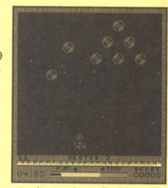


***Gran Turismo*, eat your heart out!**

Monaco GP, from 1980, is a driving game I remember well. It had a huge cockpit cabinet and a large padded steering wheel, accelerator and gear stick. There were speakers positioned in front of and behind your head. The sound of a passing car would move between these speakers to great effect. The game itself was an avoid-the-other-cars type with an overhead view. However, many additional ideas were added to the mix to make it quite special.

One nice touch was a night section where you only got to see a tiny fraction of the road in your headlights. Risky, but lots of fun. Sometimes the track became blue in colour, indicating treacherous ice. The siren of an ambulance would sound every so often. This was your signal to move aside as it made its way down the centre of the screen. There were also the occasional bottlenecks where the road narrowed drastically. The game would give you a warning of danger just before the road narrowed. Many of the ideas in this game found their way into the driving games of other companies.

YOUR SECTOR NEEDS YOU!



"Fighter Pilots needed in Sector Wars. Play *Astro Blaster*!" These words always attracted my attention in the arcade to this excellent shoot-'em-up. The enemy had a wide variety of formations and behaviour, with 29 waves to be seen. The graphics themselves were detailed, animated and often used colour cycling.

Firing aimlessly worked against you. Your laser could overheat so every shot had to count. One lifesaver was the warp button. Hitting this in tight spots slowed the enemies down to a crawl giving you time to wipe them out in safety. After four waves, you scrolled through an asteroid field that gave you the opportunity to shoot fireballs for extra fuel. Speech was just the icing on the cake, as the game featured excellent sound effects throughout. A classic.

***Spacefury* – *Asteroids* (sort of) but in colour (sort of). This style of graphics were so cool in the early 80s!**

Space Fury (1981) was the first colour vector graphic game. This shoot-'em-up had elements of Asteroids but took the idea much further. Each wave consisted of alien sections that would drift together to make one large baddie that would then attack you. The pieces or the whole could be shot but only a complete alien could shoot a fireball back at you. Between the levels you could dock with extra weaponry to give extra directions of fire. Colour was well used and speech allowed the head alien to taunt you. *Space Fury* was fast and frenzied.

ELIMINATE THE ELIMINATOR



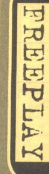
Eliminator is another vector graphic game with some of the coolest explosions in history. The Eliminator was a craft at the centre of a rotating base. You were killed on contact with the base but a single shot down the moving tube of its centre would finish it off. Over time the Eliminator ship grew until it finally left the base to come after you. More fun was to be had playing against three other human opponents. To advance further in the game, your best bet was to co-operate. Your shots, however, would bounce the other ships around the screen often straight into the eliminator. Multiplayer games could often turn into huge grudge matches with players more intent on destroying you, rather than the eliminator!

I'll feature more classic Sega coin-ops next month.

RETRO RANCH CLASSIFIED

RETROGAMER Issue 17 is out now. The legendary Elite is profiled, plus there is a look at the BBC and an article on cool games you might have missed. Send £1.50 to Keith Ainsworth, 52 Kingfield Road, Orrell Park, Liverpool, L9 3AW. Ask for my huge "for sale" list of Spectrum, C64 and Atari VCS 2600 games too.
You can e-mail Keith on retrogamer@hotmail.com

The fifth Northern SAM and Spectrum Show will take place on 28th Nov 1998, in Horwich RMI Club, Horwich, Bolton. More details next issue.







THE LEGEND OF LOMAS

As you read this, I am many miles away, travelling strange and exotic lands in search of what I long for most in life – tips. By the time I return, I will have seen some of the best tips money can buy, and many others that no amount of money could possibly buy. So, until then my friends, keep cheating.

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:



CVG, 37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON, E14 9TZ

You can also send any tips or guides to this E-mail address. Please, don't waste your time copying things from magazines or internet sites. We're only interested in things you've discovered for yourself, and only for recent exciting games. No *Rayman* cheats, thank you.

TIPS.CVG@ECM.EMAP.COM

SPECIAL NO THANKS...

James Jones from Plymouth sent us a Super Mario 64 guide he got free in our sister mag, Nintendo Official Magazine, with a simple note: "Hope you find this useful". Please, don't waste your time or 26p sending us tips from other magazines – especially not when they're still INSIDE the mag. *MAYBE USE SCAN OF BOOKLET*

PLAYSTATION

RED ALERT: RETALIATION

To enter these cheat codes during the game, highlight the symbols on the side menu and press the Circle button (or whatever you've set as the cancel button) on each one in order.

INVINCIBILITY
Square, X, Circle, X, Triangle, Triangle

REVEAL MAP
Triangle, Triangle, X, Circle, Triangle, Square

PARABOMBS
X, X, X, Circle, Triangle, Square

MADDEN NFL '99

To use a bonus stadium, simply put in one of these on the code entry screen.

EA Sports	**EASTADIUM**
Tiburon	**OURHOUSE**
Astrodome	**FOR_RENT**
Miami	**NOTAFISH**
Tampa	**SOMBRERO**
Oakland	**STICKEM**
Cleveland '99	**DOGPOUND99**
RFK	**THE HOGS**

Enter these codes to access some extra teams.

EA Sports	**INTHEGAME**
Tiburon	**HAMMERHEAD**
All-Madden	**BOOM**
All-Time Stat Leaders	**IMTHEMAN**
NFC Pro Bowl	**BESTNFC**
AFC Pro Bowl	**AFCBEST**
All-Time Greats	**TURKEYLEG**
60s Greats	**PEACELOVE**
70s Greats	**BELLBOTTOMS**
80s Greats	**SPRBWLSHUFL**
90s Greats	**HEREANDNOW**
75th Anniversary Team	**THROWBACK**
NFL Equipment Team	**GEARGUYS**
1999 Cleveland Browns	**WELCOMEBACK**

If you're a real fan of this game, you might notice that the classic teams don't have all the real player names. Entering the code **"MADDENNAMES"** will correct most of them.

NINTENDO 64

F1 WORLD GRAND PRIX

To access some hidden cars, choose Exhibition Mode and select Driver Williams. Now change his last name to one of these codes and go back to the title screen. Start an Exhibition, Time Trial or 2-player game and you'll be able to choose the extra feature.

Gold Driver	**Pyrite**
Silver Driver	**Chrome**
Hawaiian Track	**Vacation**

BANJO-KAZOOIE

Here's one extra cheat to add to the list we gave you last issue. As before, you need to go to the bit of Treasure Trove Cove with the letters on the floor and enter the word CHEAT before you can enter the cheat itself.

AGOLDENGLOWTOPROTECTBANJO
Gives you infinite Gold Feathers

PC CD-ROM

ULTIMATE SOCCER MANAGER 98

Adam Croft from Dunstable has a great tip to give yourself loads of extra money:

"Simply give one of your coaches a pay rise to £999,999,999 per week, then offer him a new contract (which he will probably accept!). Keep offering him new contracts until the wages say £20,***,*** then stop or you'll lose money. The coach will now pay around £20 million into your account each week."
Excellent stuff.

WE'RE STUCK!

Dear CVG,
I have recently purchased *Monkey Island 1 & 2* on the same disc. I've already completed 1 & 3 but I'm stuck on the hard version in *Monkey Island 2*. I need 20 pieces of eight to charter a ship but only have 19 from polishing the pirate's peg leg.
I would be very grateful if you could help me.
Yours sincerely,
Mark Hall

CVG: You need to get the cook's job in the bar to get more money. First, catch the rat at the laundry (to do this, use the box, stick, string and cheese squiggles) then climb through the bar porthole and put the rat in the cooking pot. You can figure the rest out yourself.

Dear CVG,
1. On Resident Evil 2 I've been trying to get an A rank so I can get the Infinite Rocket Launcher. With Leon I've completed the game on easy in 1 hour 53 minutes, 3 saves and not using a special weapon but I only got a B rank. What am I doing wrong? Do I need to complete the game on normal?
2. I've heard that only Leon can use the Infinite Rocket Launcher. Since I completed it with Leon and got a B rank, I think that's why I didn't get the Rocket Launcher. Do I have to complete the game with Claire instead or do I have to get an A rank?
Please answer my question.
From Alex Ford, 11

CVG: What's an 11-year old doing playing a 15-rated game? Tut tut. 1. Yes, you've got to do it on Normal. Easy setting is for wimps.

2. We're not 100% sure about this. The best thing you can do is get an A rank as Claire, that way.. you'll definitely get the Launcher.

Dear CVG,
In Men In Black on the PC I'm on the Arctic Mission and I've done everything apart from using the computer. What the hell is the password? And what do I do? Please tell me.
Alex Kehraus, Surrey

CVG: The password you need is DAISY. Use it to turn on the security system, then go back to the main room and turn on the monitors on the desk at the end. Take a look at channel three and you'll move on to the next section.

FREEPLAY FAN



What is the best video game ever created? Everyone has their own personal favourite, and we want to know what yours is. FreePlay Fan is where you can tell the world how you feel about the game of your dreams. Turn to the back page of FreePlay for the address, and make sure you put 'FreePlay Fan' at the top.



Dear CVG,
I am writing to ask if people could be a bit nice to the Nintendo 64 – drawing comparisons between Nintendo games and PlayStation games is a bit unfair. The best example is when people say the 64 has no fighting games to rival that of *Tekken 3*, which is true – but I might like to point out the number 3 at the end of *Tekken*. This means there were 2 Tekkens before it, so they have had time to learn the capabilities of the PlayStation and perfect the game.

So expecting the first wave of fighting games on the 64 (eg *Fighters Destiny*) to compete with *Tekken 3* is a bit unfair. This also applies to other game types, such as Driving and RPG.

Having said this if I was Nintendo I'd be a worried man; with the arrival of Dreamcast and PlayStation 2, things don't look great. Both of these consoles are going to take customers away from Nintendo. The Dreamcast does look pretty darn good, and Sega do make good arcade games. Zelda 64 had better be the best games ever if it is to breathe life into Nintendo, particularly in its home market.

This leads me to my next question – why hadn't Capcom been making games for the 64 from the start? They have been confirmed now, but a Disney puzzle game??? What is stopping the converting *Street Fighter Alpha 2* to the 64? I own that game for my SNES (it is practically PlayStation perfect, with no slowdown whilst you are fighting, just proving how good the SNES was). So surely the 64 could handle it. The same goes for *Resident Evil 2* and *Darkstalkers*.

Wouldn't it be an advantage to Capcom, as releasing existing games on another format would mean more profits with minimum cost. If Capcom can promise *Resident Evil 4* to the Dreamcast, why didn't they do that when the 64 came out? What were Nintendo playing at? Capcom and Nintendo were like one word when *Street Fighter 2* came out – what happened?
Yours faithfully,
Bennet Aldous

CVG: Let off some steam, Bennet!



Dear CVG,
Before I mention my favourite game, I have to say that no other mag can compare to CVG. With the mushy stuff out of the way, I want to announce that *Castlevania: Symphony of the Night* is the best game to grace the PlayStation. Oh, it's all so wonderfully addictive (even though it's in 2D) I could soil my pants at any moment! The way you can pick up enemies' weapons and use them in your left and right hand, and sell them to an old man, and, and... ahem, sorry about that attack. Anyway it should be crowned king computer game in the CVG office. Bye, I'm off for another go!
Yours,
Matt Bancroft

P.S. *Grand Theft Auto* is good too, and I can't wait until it comes out for the Game Boy.



Dear CVG,
I would like the chance to review what is most undoubtedly the best bunch of games by my favourite games company of the 1980s – *Ultimate: Play The Game*. Like many others, I owned a Spectrum 48K and spent many years playing such great titles as *Jetpac*, *Lunar Jetman*, *Knightlore*, *Atic Atac*, *Underwurlde*, *Alien 8*, *Sabre Wulf* and *Gunfright*. In particular my two favourites was the classic games *Underwurlde* and *Gunfright*.

The graphics for the time were superb and the gameplay enthralling. Although the sound was never too hot on the Spectrum, it was the atmosphere and suspense that game this game its appears. You never knew where you were heading what with going up and down bubbles in endless chasms together with fighting off the birds who tried to snatch you.

Always in your mind you were focused on trying to get to the surface, away from the perils of the *Underwurlde*.

Gunfright involved walking around a 3D-style town looking for particular villainous outlaws such as Jesse James. When you found them you had to gun the down quickly before you got the bullet! This game for its time was a classic and I loved wandering around the town especially when you go the gorse looking for that no-good villain.

Retro games may have brought the game back from the 1980s, but they will never bring back the ultimate company and the Spectrum 48K (with its loading problems). Long live you!
Underwurlde – 94%
Gunfright – 92%
James Curtis, Lincoln

CVG: Um... the Ultimate: Play The Game lot are still going. They're now known as Rare. And don't worry – we won't tell anyone that you got both the company name and most of the game names wrong too.

RED-HOT RUMOURS FROM THE HEART OF THE SUN!

• Acclaim are discussing the possibility of making *Forsaken 2* a Dreamcast exclusive. A PC version would probably follow shortly afterwards.

• Development of *Gran Turismo 2* on the PlayStation has been brought forward by six months because the team wants to get started on *Gran Turismo 3* so that it's ready for Sony's PS2 launch. Because of this, *Gran Turismo 2* will be more of an update than a full-on sequel.

• Sega are said to be working very hard to sign up Namco's *Tekken 4* as a Dreamcast exclusive.

• We also heard that *Tekken 4* was being shown, behind closed doors, at the recent AOU Arcade show in Japan – running on PlayStation 2 hardware! Expect this story to get hotter by the month until somebody knows for sure!!!

• *Metal Gear Solid* producer Hideo Kojima has definitely started work on a PlayStation 2 game. There's a very good chance it'll be a MGS follow-up.

• The sequel to *GTA* (*Grand Theft Auto*) is currently in development. It's going to be called *GBH* (*Grevious Bodily Harm*), and is supposedly going to be completely 3D. Before GBH comes out, an add-on pack of London-based levels for GTA will be released.

• Capcom are working on a *Resident Evil* arcade light gun game, similar to Sega's *House Of The Dead*. The big thing is that it should have an eight-player link-up mode! It's not clear what arcade board the game is being made on, but it's likely to be either Sega's Model 3 or Naomi board (the Dreamcast hardware in a cabinet).

• Tetsuya Mizuguchi, previously head of Sega's AM3, AM Annex and AM8 (and responsible for *Sega Rally 1* and *2*, among others) is currently heading up CS4, another new internal team. They're working on a mysterious Dreamcast game which is definitely NOT an arcade conversion.

• Three new *Resident Evil* console games are planned. *Resident Evil 3* will appear on PlayStation and will follow-on from the last game. The Nintendo 64 will finally get its own *Resident Evil*, but it's not yet known what will be in it, and an all-new realtime 3D *Resident Evil* will appear on Sega's Dreamcast sometime next year.

• As well as *Sonic Adventure* and *Sega Rally 2*, and *Virtua Fighter 3tb* being released for Dreamcast, there is also going to be an incredible new RPG based on the *Virtua Fighter* story. *Virtua Fighter RPG* is being developed by Sega's AM2 division, and though still very early in development, is already looking incredible.
A top-secret video of the game shows a young Shun Di walking around a large town (said to resemble the Yu Suzuki-produced Tower Of Babel demo) and Lau Chan without his long ponytail looking up at a stained-glass window with coloured light streaming down on him. Akira is also rumoured to feature on this video. *Virtua Fighter RPG* is due for release later next year in Japan.

• UbiSoft are working on two big racing games for Dreamcast – *Monaco F1 Racing Simulator* and *Pod 2*.

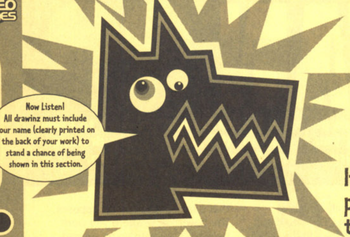
• *Street Fighter Zero 3* will be Capcom's final Saturn game, due for release in Japan next March. The 4Mb RAM cartridge means that we should get a perfect conversion of this fantastic arcade game.

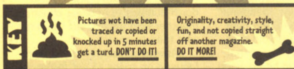
• Time Crisis 2 on the PlayStation is already well into development. A two-player link-up mode is a definite possibility.

• Sonic Team have supposedly started work on Burning Rangers 2 for Dreamcast. Full work on the game will start once *Sonic Adventure* is released.



drawinz wot you dun

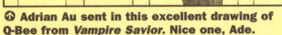




It's been a long time, I shouldn'a left you, without a strong pic to look to. Think of how many duff mags you slept through. Time's up, sorry I kept you...

Yes I'm back! With another collection of drawinz wot you dun, sent in by those of you who believed that I would return. And here I am, ready to dump on drawinz at the first opportunity, without mercy. But the ones I like will receive one of my highly sought-after bones. So get to it!

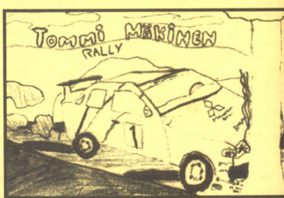




Adrian Au sent in this excellent drawing of Q-Bee from *Vampire Savior*. Nice one, Ade.



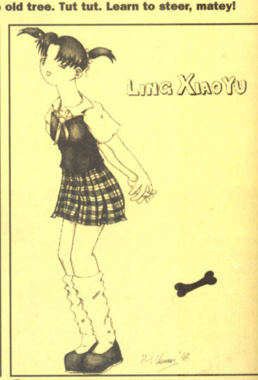
Hugh Grant dresses up as Lara Croft. Thanks, Sean Fitzpatrick.



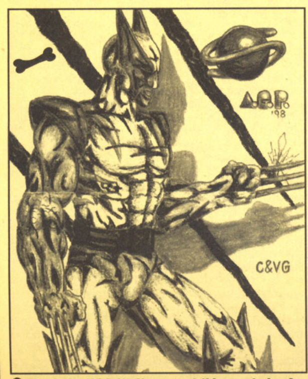
Garry Moore crashes his dad's Mitsubishi on the old tree. Tut tut. Learn to steer, matey!



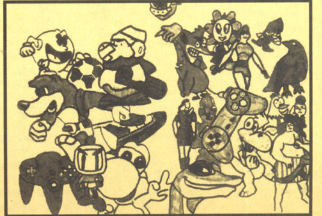
Michael Bradbury's *Tekken 3* 'art' work deserves one big turd. Must try harder.



David Cheung makes Ling Xiaoyu look sweet and harmless – but we know the truth!



The Artist With No Name sent this great pic of Wolverine from *X-Men* looking Batman-like.



Bomberman and friends party on 'til the break of dawn. You the man, Dean Richards. Party on dude.



Tifa from FFVII, with her itchy bottom, by Michael Griffiths.



Michael Park uses all the firepower at her disposal against the rampant evil of Raccoon City.



Cid from *FFVII* gets special artisic treatment from Amarprett Jutla.



I could have you arrested, Russell Dean. And if you show the other things, I might just do that!



Nikki from *Pandemonium*, seems to have a headache. Thanks, Philip Steere.



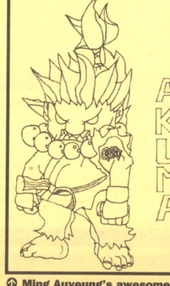
Tenchu characters about to kill someone. By Alex Copley.



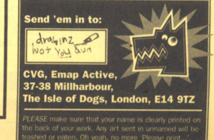
Peter Coyle sees the future – and it's not looking good for Old Mother Croft.



They're behind you! Our heroes fail to watch their backs. But George Law will save them.



Ming Auyeung's awesome line drawin' of Akuma.



Send 'em in to:

drawinz wot you dun

CVG, Emap Active,
37-38 Millharbour,
The Isle of Dogs, London, E14 9TZ

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah, no more 'Please print...'.





CHARACTER MOVES

THROW: BRYAN FURY					
NAME	**COMMAND (• = LEVER NEUTRAL)**	**ESCAPE**	**PROPERTY**	**DAMAGE**	**NOTE**
Front Neck Full Swing	stand close to opponent		Throw	30	
Gravity Brain Buster	stand close to opponent		Throw	30	
Gravity Elbow	stand close to opponent's left side or		Throw	40	
Knee Blast	stand close to opponent's right side or		Throw	40	
Neck Throw	show your back to opponent or	x	Throw	60	
Reverse Throw	show your back to opponent or	or	Throw		turn around after throw
Chains of Misery	↓ ↘		Throw		10, 8, 27
Lower Dodge	(or) or (or)		Reversal		

MOVE: BRYAN FURY				
NAME	**COMMAND (• = LEVER NEUTRAL)**	**PROPERTY**	**DAMAGE**	**NOTE**
Side Step Elbow		H	26	
1-2 Low Kick		H, H, L	6, 8, 15	
Front Kick		H	20	
Front Kick to Low Kick			20, 12	
Slash Kick		H, H	20, 12	
Bruce Rush		H, H, M, M	8, 8, 11, 14	
Quick Spin Kick		M, H	18, 16	
Triple Spin Kick		H, M, H	18, 14, 18	
1-2 Punch to Double Spin Kick		H, H, M	6, 15, 17	
Match Breaker	→	H	30	
1-2 Body Blow	↘	M, M	10, 16	
Fisherman's Slam	while standing up after hit →	M, Throw	18, 21	
Headhunter	during side step	H	33	
Rush to Low Kick		H, H, M, L	6, 8, 11, 12	
Mid Kick To Rush		M, M, M, M	18, 11, 10, 14	
High Kick to Rush		H, H, M, M	20, 12, 11, 14	
Rolling Driver	or	M	25	
Orbital Heel Kick	or	M	21 22	
High Knee Kick	while standingh up	M	22	
Double High Knee Kick	while standing up	H, M	22, 16	
Low Kick		L	9	
Power Axe		M	25	
Run for Cover		H, H, M, L	20, 12, 11, 12	
Short Upper	while standing up	M	12	
Thin Low Kick		L	15	
Flying Heel Kick	←	H	25	
Shell Shock	during side step	H	26	
Meteor Smash		Unblockable	60	
Gravity Blow		Unblockable	21	
Running Blind		H, H, M, H	6, 15, 17, 16	
Lair's Dance		H, H, H, H, H	6, 15, 21, 21, 21	last becomes Match Breaker/ during 3rd hit to cancel/ or during 4th hit to cancel and side step
Shake Edge		L	17	change motion of Syclon Edge
Left Body Blow		M	10	1st hit of Valcan Body Blow
Vulcan Body Blow	↘	M, M, M, M	10, 15, 12, 11	during strings to Vulcan Body Blow
Right Body Blow		M	18	
Cheap Trick	during side step	M	28	stagger at counter hit
Hammer Driver	or or ↓ or	M, M	14, 21	2 hits by 1 input Sway ← Special Move
Sway and Smash	☆	H	21	hit makes opponent float
Light Back Knuckle		H	21	to cancel
Double Back Knuckle		H, H	21, 21	during 1st hit to cancel 1st hit/ or during 2nd hitto cancel 2nd hit and sidestep
Hands of Doom		H, H, H	21, 21, 21	during 1st hit to cancel 1st hit/ or during 2nd hit to cancel 2nd hit and side step
Brian Freeze		H, M	21, 26	during 1st hit to cancel
Wolf Bite		H, H, M	21, 21, 26	during 1st hit to cancel 1st hit/ or during 2nd hit to cancel 2nd hit and side step (strings continue to power area)
Rabid Dog		H, H, H, M	6, 15, 21, 26	during 3rd hit to cancel
Cremation		H, H, H, H, M	6, 15, 21, 21, 26	during 3rd hit to cancel 3rd hit/ or during 4th hit to cancel 4th hit and side step (strings continue to power area)
Right Upper	while standing up	M	18	successive to Fisherman's Slam after hit
Left Upper	while standing up	M	18	
Supercharger		Special Move		This makes 1st attack countter hit - unable to guard during charging

THROW: OGRE					
NAME	**COMMAND (• = LEVER NEUTRAL)**	**ESCAPE**	**PROPERTY**	**DAMAGE**	**NOTE**
Body Slam	stand close to opponent		Throw	30	
Bear Hug	stand close to opponent		Throw	10, 25	
Choke Slam	stand close to opponent's left side or		Throw	10, 15, 25	
Hanging Neck Throw	stand close to opponent's right side or		Throw	40	
Swing Swung	stand close to opponent's back or	x	Throw	70	2, 2, 3, 3, 4, 4, 5, 5, 6, 7, 8, 8, 10
Reverse Throw	show your back to opponent or	or	Throw		turn after trow
Spin Behind Elbow Smash	Stand close to opponent ↘	x	Throw	30	

MOVE: OGRE VERSION 1				
NAME	**COMMAND (• = LEVER NEUTRAL)**	**PROPERTY**	**DAMAGE**	**NOTE**
Ancient Power	(at the same time as opponent's attack)	Reversal	25	Version 1 only
Supercharger		Special Move		This makes 1st attack counter jit - unable to guard during charging

MOVE: OGRE VERSION 1

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Medium Power Punch	→ →	M	40	
Power Punch	→	M	28	
Dragon's Power Punch	← ←	Unblockable	100	
Double Elbow	↘	M, M	16, 10	
Foot Bazooka	→ →	H	35	
Killing Blow	←	Unblockable	60	
Spinning Slide Kick	→ → ☆	L	15	
Shin to Head Kick	↓ ↘ ☆	L, H	7, 20	
Blazing Kick	↓ ↙	M	30	
Infinity Kick Combo	while standing up ↓ ...	H, H, H, M ...	10, 25, 15, 10	
Infinity Kick Combo	during Infinity Kick Combo, beat ↓	... L, M, H ...	10	
Infinity Kick Combo	during Infinityu Kick Combo, beat ↑	... M, M, H ...	15	
Crouching Jab	↓ ↘	L	25	
Slap	↓ →	M	40	
Groin Punch	↓ →	M	30	
Bloody Scissors	↙	Unblockable	50	
Hammer Heel	→ → ☆	M	20	
Demended Snake	↓	L, L, M	12, 19, 25	
Explorer	→ →	H	40	
Shoulder Tackle	→	M	30	
Jump to Knuckle	↑ (or ↗) ☆	M	35	
Burning Double Knuckle	↑ (or ↗) ☆ ↓	Unblockable	45	
Burning Double Knuckle	↑ (or ↗) ↓	Unblockable	45	
Deadly Slice	←	Unblockable	22	
Deadly Slash	→ → ☆	Unblockable	25	
Heavy Body Blow	while standing up	M	25	
Windmill Kick	↖	M	20	
Windmill Kick to Tooth Fairy	↖	M, M	20, 25	
Snake Kick	↓ ↓	L, L, L	12, 19, 7	
Hunting Hawk	↗	M, H, H	15, 14, 25	



MOVE: OGRE VERSION 2

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Hell's Flame		Unblockable	30	Version 2 only
Blazing Infernao	↓	H Unblockable	40	Version 2 only
Buffalo Horn	↘	M	25	Version 2 only
Low Tail Spinner	↓	L	25	Version 2 only
Mid Tail Spinner	↘	M	25	Version 2 only - hold lever to show back to opponent
Double Tail Spinner	↘	M, M	25, 25	Version 2 only
Evil Wheel	↑	M	25	Version 2 only
Owl's Hunt	while opponent is down	H Unblockable	40	Version 2 only - teleport
Demon's Feast	Crouching Forward	Reversal		Version 2 only - bite when reverse specified moves (such as crouching punch) to escape
Sarpent Venom	→ →	M, Unblockable	15, 20	
Supercharger		Special Move		This makes 1st attack counter hit - unable to guard during charging/

THROW: GUN JACK

NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
Body Slam	stand close to opponent		Throw	35	
Lift up Slam	stand close to opponent		Throw	30	
Side Left Throw	stand close to opponent's left side or		Throw	40	
Hanging Neck Throw	stand close to opponent's right side or		Throw	40	
Spinal Crush	stand close to opponent's back	x	Throw	30, 40	
Throw to Away	stand close to opponent's back	x	Throw	70	
Reverse Throw	show your back to opponent or	or	Throw		
Pile Driver	stand close to opponent ↙ →		Throw	58	
Backbreaker	stand close to opponent ↓ ↙ ←		Throw	45	
Overhead Strike	stand close to opponent ↓ ↘ →		Throw	40	
Volcano	stand close to opponent ↘		Throw	30	
Volcano Blaster	stand close to opponent ↘ ↘		Throw	30	
Ground Zero	stand close to opponent ↗		Throw	33	
Lift Up to Megaton Blast	stand close to opponent ↗ ↓ ↘	x	Throw	60	
Body Smash	stand close to opponent ↙		Throw	32	
Choke Slam	stand close to opponent → →		Throw	35	
Body Press	↘	x	Throw	25	Property = throw only when standing close to opponent
Body Press Hammer	after Body Press	x	Throw	10	

MOVE: GUN JACK

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Body Press	↘	M	20	
Get Up Punch	while opponent is down ↓	M	12	
Machinegun Blast	↙	L, L, L, L, L, M	15, 15, 15, 15, 15, 40	
Revolving Knackle	↓ ↙	L, L, L, M	18, 25, 25, 40	
Jab Elbow Smash		H, M, M	122, 21, 20	
Jack Hammer		H, H, M	18, 15, 18	
Double Hammer	or while standing up	M, M	21, 22 or 21, 17	
Left Hand Triple Uppercut	while crouching forward	M, M, M	15, 12, 15	
Right Hand Triple Uppercut	while crouching forward	M, M, M	15, 10, 15	
Megaton Blast	← ↙ ↓ ↘	M	40	
Cross Cutsaw	→ → (or → or →)	M	22	
Pancake Press	↗	M	26	
Windmill Punch	↓ ↘	H, M, M, H	12, 15, 15, 30	
Winup Punch	← ↙ ↓ → (then rotate lever)	Unblockable	20, 40, 60, 80, 199	
Sit Punch	After Sit Down or Pancke Press	L, L, L, L	10, 10, 10, 10	
Sit Down	↓	Special Move		

MOVE (CONTINUED): GUN JACK				
NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Double Axe	⇩	M	45	
High & Low Cross Cut Saw	→ (or ⇨)	M, L	22, 15	
Cut Saw Blast	→ (or ⇨) ↘	M, M	22, 25	
Low Cross Cut Saw	crouching ↘	L	21	
Sit to Pacake Press	while Sit Down	M	35	
Debugger	⇦ ⇙ ⇩ ↘	L	29	
One Two Blast	crouching	L, M	10, 25	
Killing Uppercut	while standing up	M	20	
Cossack Dance	↙	L, L, L, L, L, L	18, 12, 10, 12, 12, 12	
Rushing Uppercut	↘	M, M, M, M	10, 15, 10, 15	
Megatron Uppercut	⇦ ⇙ ⇩ ⇘ ⇨ ↘	M	22	
Dark Green	⇨	Unblockable	101	
Sliding attack	→ (or ⇨)	M (latter L)	25	
Giant Foot Stomp	(•••• to extend disstance)		60	
Thunder Slap	⇘	L	12	
Take Down	crouching	L	21	
Hammer Rush Low	↓ ↓	L, L, M, M, L	10, 8, 12, 12, 8	
Hammer Rush Middle	↓ →	L, L, M, M, H	10, 8, 12, 12, 15	
Hammer Rush High	↓ →	L, L, M, M, H	10, 8, 12, 12, 12,	
Hammer Rush Low	↓ ↘ ↓	M, M, L	15, 12, 8	a variation on Hammer Rush Low
Hammer Rush Middle	↓ ↘ →	M, M	15, 10	a variation on Hammer Rush Middle
Hammer Rush High	↓ ↘ →	M, H	10, 12	a variation on Hammer Rush High
Supercharger		Special Move		This makes 1st attack counter hit - unable to guard during charging

THROW: HEIHACHI MISHIMA					
NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
Neck Breaker	stand close to opponent		Throw	30	
Pile Driver	stand close to opponent		Throw	30	
Neck Hopper	stand close to opponent's left side or		Throw	40	
Freefall	stand close to opponent's right side or		Throw	46	
Atomic Drop	stand close to opponent's back or	x	Throw	60	
Reverse Throw	show your back to opponent or	or	or	Throw	turn around after throw
Stonehead	stand close to opponent ⇨ →		Throw	33	
Headbutt Carnival	stand close to opponent ⇨ →		Throw	29 (42 for Kuma)	active only for Paul, Lei, Jin, Kuma and Heihachi - to hit back

MOVE: HEIHACHI MISHIMA				
NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Rising Sun	⇗	H, L	25, 15	
Rising Uppercut	⇨ ☆ ⇩ ⇘	M	25	
Leaping Side Kick	⇨ ⇨ ⇨	M (Stagger)	30	
Right Splits Kick	⇨	M	27	
Tsunami Kick	while standing up	M, M	12, 21	
Twin Pistons	⇘	M, M	8, 21	
Spinning Demon	⇨ ☆ ⇩ ↘	L, L, L	17, 14, 14	
Spinning Demon To Tsunami Kick	lever neutral during Spinning Demon	M, M	18, 21	
Jumping Mid Kick	⇨ ☆ ⇩ ⇘	M	35	
Jumping Low Kick	⇨ ☆ ⇩ ↘	L	21	
Hell Axle	⇗	M, M	17, 22	
Demon's Boar	⇦	M	25	
Demon's Massacre	⇨ ⇦	H, M, M	6, 21, 25	
Demon's Lair	⇨ ⇦	H, Special M, M	6, 21, 30	
Charging Hard	⇨ at counter hit by right kick	Reversal		
Demon Breath		M	22	
Demon Uppercut	⇨ ⇨	M	30	
Shadow Step	⇦ ⇦ ☆			
Hammer Punch	during crouching	M	15	
Hammer Punch to Power Punch	during crouching	M, M	15, 26	
"Geta" Stomp	when opponent is down ↓	hit only opponent who is down	25	
Lightning Hammer	↓	Unblockable	70	
Left Right Combo		H,H	5, 8	lever forward to damage 6, 8
Spinnning Uppercut	⇨ ☆ ⇩ ↘ ☆	L, L, L, M	17, 14 ,14, 22	to Demon Uppercut from 1st, 2nd or 3rd hit of Spinning Demon/ lever neutral to Demon Uppercut
Spinning Dragon Uppercut	⇨ ☆ ⇩ ↘ ☆	L, L, L, M	17, 14, 14, 35	to Dragon Uppercut form 1st, 2nd, or 3rd hit of Spinning Dragon/ lever neutral to Dragon Uppercut/ damage of Dragon Uppercut from 1st or 2nd hit is 28
Flash Puch Combo		H, H, M	5, 8, 18	lever forward to damage 6, 8, 18
Dragon Uppercut	⇨ ☆ ⇩ ⇘	M	35	damage 52 at clean hit
Demon Slayer		H, H, H	5, 8, 18	lever forward to damage 6, 8, 18
Demon Scissors		M	25	damage decreases by 5 when not hit nor being guarded
Left Splits Kick	⇨ ⇨	M	24	
Heavy Power Punch	⇩ ⇘ ⇨	M	30	damage 40 at clean hit
Demon Shout	⇨	M	22	difference between D-Breath and D-Shout is how opponent is hit
Demon Excecuter		H, H, M	5, 8, 22	lever forward to damage 6, 8, 22
Auger		Special Move		
Supercharger		Special Move		This makes 1st attack counter hit - unable to guarde during charging

THROW KUMA					
NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
Bear's Bite	stand close to opponent		Throw	40	8, , 8, 8, 8
Bear Hug	stand close to opponent		Throw	10, 25	
Choke Slam	stand close to opponent's left side or		Throw	10, 15, 25	
Bear Slam	stand close to opponent's right side or	x	Throw	70	2, 2, 3, 3, 4, 4, 5, 5, 6, 7, 8, 8, 10
Swing Swung	show your back to opponent or	or	Throw		Turn round after throw
Headbutt	⇨ →		Throw	35	
Rock'N Roll Circus	⇨ ⇘ ⇩ ⇙ ⇦ →		Throw	60	

MOVE: KUMA

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
C-Clef Cannon	⇨ [btn] [btn] [btn]	H, M, M	10, 8, 14	
Get Up Punch	while opponent is down ↓ [btn]	M	12	
Jab Elbow Smash	[btn] [btn] [btn]	H, M, M	12, 21, 20	
Bear Hammer	[btn] [btn] [btn]	H, H, M	18,15, 18	
Overhead Smash	[btn]	M	21	
Batter Up	while standing up [btn]	M	21	
Double Hammer	[btn] [btn] or while standing up [btn]	M, M	21, 22 or 21, 17	
Triple Uppercut	while crouching forward [btn] [btn] [btn]	M, M, M	15, 12, 15	
Rushing Uppercut L	↘ [btn] [btn] [btn] [btn]	M, M, M, M	12, 15, 15, 30	
Rushing Uppercut R	↘ [btn] [btn] [btn] [btn]	M, M, M, M	10, 15, 12, 15	
Grizzly Claw	⇦ ⇙ ⇩ ↘ [btn]	M	40	
Double Claw	⇨ ⇨ (or →) [btn]	M	26	
Sit Punch	After Sit Down Pancake Press [btn] [btn] [btn] [btn]	L, L, L, L	10, 10, 10, 10	
Sit Down	[btn]			
Deadly Claw	⇦ [btn]	Unblockable	35	
Rolling Bear	⇦ [btn] ⇨ ⇘ ⇩ ⇙ ⇦ ⇖ ⇧ ↗	M	40	
Salmon Hunter	⇦ ⇨ [btn]	L	60	
Killing Uppercut	while standing up [btn]	H	12	
Uppercut to Grizzly Claw	while standing up [btn] [btn] M, M	12, 27		
Demon Uppercut	⇨ → [btn]	M	20, 60	
Fatal Wind	⇦ ← [btn]	Unblockable	200	
Dance with me	while opponent is down ⇩ [btn]	L	20, 60	
You're welcome	[btn]	Special move		
Hammer Rush High	↓ [btn] [btn] [btn] [btn] → [btn]	L, L, M, M, H	12, 8, 12, 12, 12	
Hammer Rush Middle	↓ [btn] [btn] [btn] [btn] ↘ [btn]	L, L, M, M, M	12, 8, 12, 12, 8	
Hammer Rush Low	↓ [btn] [btn] [btn] [btn] ↓ [btn]	L, L, M, M, L	12, 8, 12, 12, 8	
Hammer Rush High	↓ ↘ [btn] [btn] → [btn]	M, M, H	15,12, 12	variation on Hammer Rush High
Hammer Rush Middle	↓ ↘ [btn] [btn] ↘ [btn]	M, M, M	15, 12, 15	variation on Hammer Rush Middle
Hammer Rush Low	↓ ↘ [btn] [btn] ↓ [btn]	M, M, L	15, 12, 8	variation on Hammer Rush Low
Hammer Rush High	↓ ↘ [btn] → [btn]	M, H	10, 12	variation on Hammer Rush High
Hammer Rush Middle	↓ ↘ [btn] [btn]	M, M	15, 10	variation on Hammer Rush Middle
Hammer Rush Low	↓ ↘ [btn] ↓ [btn]	M, L	10, 8	variation on Hammer Rush Low
Supercharger	[btn]	Special move		this makes 1st attack counter hit - unable to guard during charging

THROW: JULIA

NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
Deathvalley Bomb	stand close to opponent [btn]	[btn]	Throw	35	
Knee Suplex	stand close to opponent [btn]	[btn]	Throw	30	
Headlock Face Crusher	stand close to opponent's left side [btn] or [btn]	[btn]	Throw	40	
Twisted Sister	stand close to opponent's right side [btn] or [btn]	[btn]	Throw	45	
Calf Branding	stand close to opponent's back [btn] or [btn]	[btn] or [btn]	Throw	50	
Reverse throw	show your back to opponent [btn] or [btn]	[btn] or [btn]	Throw		turn around after throw
Arm Lock Suplex	stand close to opponent [btn]	[btn]	Throw	37	
Mad Axes	stand close to opponent ⇙ ⇙ ⇦ → [btn]	[btn]	Throw	14, 14, 14	
Waist Suplex	stand close to opponent ↓ ⇙ ⇩ ↙ [btn]	[btn]	Throw	35	
Cross Arms Suplex	stand close to opponent ↓ ⇙ ⇩ ↙ [btn]	[btn]	Throw	45	
Lower Dodge	⇙ (or ⇩) [btn] or ⇙ (or ⇩) [btn]		Reversal		

MOVE: JULIA

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
G-Clef Cannon	[btn] [btn] [btn]	H, M, M	10, 5, 21	
G-Clef Cannon	⇘ [btn] [btn]	M, M	8, 21	
Razor's Edge	while crouching [btn] [btn]	L, M,	10, 21	
Sweep to Headkick	while crouching [btn] [btn]	L, H	10, 23	
Sweep to Low Kick	while crouching [btn] ↓ [btn]	L, L	10, 10	
Skyscraper Kick	while standing up [btn]	L	10	
Foot Stomp	at the beginning of Large Jump Forward [btn]	M	35	
Tequila Sunrise	while standing up [btn]	M	15	
Tequila Sunrise Combo	while standing up [btn] [btn] [btn]	M, M, M	18, 5, 21	
Twin Arrow	[btn]	M (stagger)	25	
Slow Power Punch	⇘ [btn]	M	17	
Slow Power Punch Combo	when Slow Power Punch hits [btn]	succesive combo when Slow Power Punch hits	21	
Front Snap Kick	⇘ [btn]	M	17	
Spin Behind	[btn] then ⇦	H	12	
Spinning Sweep	while crouching forward [btn]	L	12	
Spinning Sweep Combo	during Spinning Sweep Combo [btn]	H	15	
Heavy Uppercut	→ [btn]	Unblockable	50	
Party Crasher	⇨ → [btn]	M	10	
Rapid Counter Attack	⇩ ↘ [btn]	M	14	
Machinegun Punch	[btn] [btn]	H, M	10, 8	
Body Elbow	↓ ↘ [btn]	M	20	
Uppercut to Middle Smash	while standing up [btn] [btn]	M,M	15, 22	
Bow and Arrow Kick	⇘ [btn] [btn] [btn]	M, L, H	8, 12, 15	
Bow and Arrow Kick	[btn] [btn]	M, L, H	12, 12, 15	
Bow and Arrow Kick	[btn] [btn] [btn] [btn]	H, M, L, H	10, 5, 12, 15	
Slash Uppercut	[btn] [btn]	M	15	
Ultimate Cannon	[btn] [btn]	L, M, M	8, 9, 25	
Machinegun Punch to High Kick	[btn] [btn] [btn]	H, M, H	10, 8, 20	
Machinegun Punch to Low Kick	[btn] [btn] [btn]	H, M, L	10, 8, 10	
Tequila Sunrise to High Kick	while standing up [btn] [btn] [btn]	M, L, H	15, 12, 23	
Tequila Sunrise to Slash Uppercut	while standing up [btn] [btn] [btn]	M, L, M	15, 12, 21	
Tequila Sunrise to Low Kick	while standing up [btn] [btn] ↓ [btn]	M, L, L	15, 12, 10	
Tequila Sunrise to Arrow Kick	while standing up [btn] [btn] [btn] [btn]	M, M, L, H	18, 5, 12, 15	
Quick Slash Uppercut	[btn] [btn] [btn] [btn]	M, L, H	15. 12. 23	
Double Low Splash Uppercut	[btn] [btn] [btn] ↓ [btn]	M, L, L	15, 12, 10	
Slash Uppercut to G-Clif Cannon	[btn] [btn] [btn] [btn]	M, M, M	18, 5, 21	
Slash Uppercut to Arrow Kick	[btn] [btn] [btn] [btn] [btn]	M, M, L, H	18, 5, 12, 15	

MOVE: JULIA				
NAME	**COMMAND (• = LEVER NEUTRAL)**	**PROPERTY**	**DAMAGE**	**NOTE**
Uppercut to Middle Slash		M, M	15, 22	
Slow Power Punch to High Kick	⇘	M, H	10, 20	
Slow Power Punch to Low Kick	⇘	M, L	10, 10	
Triple Spinning Kick		H, L, H	20, 12, 23	
Triple Spinning Punch	↓	H, L, L	20, 12, 10	
Elbow Skyscraper Kick	⇨ ⇨	M, M	10, 15	delays
Flash Uppercut	⇨	M	15	
Spin & Kick		H	20	succesive to Sweep
Lightning Bolt	⇩ ↘	M, M	14, 21	delays
Palm Explosion	⇨	M	21	stagger when counter hit
Sweep	while crouching	L	10	succesive fromn standing right kick
Spinning Slash Uppercut		M, L, M	15, 12, 21	succesive from standing right kick
Welcome		Special Move		
Machinegun Cannon		H, M, M	10, 15, 21	triple combo only when 1st hit becomes counter hit - damage of 1st hit depends on opponent's move
Supercharger		Special Move		this makes 1st attack counter hit - unable to guarde during charging

THROW: ANNA WILLIAMS					
NAME	**COMMAND (• = LEVER NEUTRAL)**	**ESCAPE**	**PROPERTY**	**DAMAGE**	**NOTE**
Elbow Face Smash	⇘ ⇘		Throw		
Guillotine Throw	↗		Throw		

MOVE: ANNA WILLIAMS				
NAME	**COMMAND (• = LEVER NEUTRAL)**	**PROPERTY**	**DAMAGE**	**NOTE**
Creeping Snake	⇘			
Double Slap	←			
Quick Sumersault	↑ (↗or↖)			
Somersault Kick	↓ ↑ (↗or↖)			
Cross Cut Saw	←			
Right Hand Stab	while in full crouch ⇨			
Cat Thrust	while in full crouch ⇨			
Bloody Scissors	⇩			
Bloody Chaos	sidestep			
Chaos Tail	sidestep			
Executioner	⇨ →			
Guard Breaker	→ (or ⇨)			
Twisting Round Combo (A)	↘			
Twisting Round Combo (C)	↘			
Chaos Judgement	←			
Back Hand Slap	⇩ ⇘ ⇨			
Arm Break	after back hand slap			
Falcon Wing Squeeze	after arm break			
Power Blond Bomb	→ →			



TEN HIT COMBOS

10 HIT COMBO - LEI WULONG

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)									☆	
Property									L	L
Damage									7	35

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)			☆				☆		☆	
Property	H	H	L	M	M	M	H	M	M	H
Damage	5	8	7	8	6	6	10	6	6	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)						☆				
Property					M	M	L	L	M	
Damage					9	10	11	12	21	

10 HIT COMBO - LING XIAOYU

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇧	☆		☆			☆	☆		
Property	M	H	H	M	M	H	L	L	M	M
Damage	20	4	7	12	10	15	6	10	14	20

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)				☆		☆		☆		
Property				L	L	M	M	L	M	M
Damage				6	10	12	12	10	16	21

10 HIT COMBO - HWOARANG

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point) from leftFlammingo			☆		☆		☆			
Property	M	H	H	L	M	M	ML	H	M	H
Damage	12	7	10	7	7	8	7	10	21	42

Damage reduces from this damage as an Air Juggle Combo

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point) from right Flamingo										
Property	M									
Damage	12									

10 HIT COMBO - JULIA CHANG

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)				☆			☆		☆	
Property	H	M	M	M	L	H	M	H	L	M
Damage	8	6	6	6	6	6	6	7	8	25

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)							☆		☆	
Property							M	L	M	M(Throw)
Damage							7	5	5	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)									☆	
Property								M	L	M
Damage								7	10	2

MOVE: GON

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Woodpecker	→			
Head Butt	while running → (or ⇨)			
Armadillo Attack	⇨ →			
Armadillo Attack to Deer Strike	⇨ →			
Oopsie-Daisy	while in full crouch ↙			
Low Blow	↓			
Dino Drill	→			
Gon With The Wind	←			
Spin Cycle	→			
Bad Doggie	↓			
Helicopter	while jumping			
Battering Ram	while in full crouch ↘			
1-2 Crush	↗			
Dino Breath				
Nap	↓			
Butt Stamp	↙			
Tail Spin				
Clean Sweep	→			
Lift Off	↑ (↗or↖)			
Bite Me	or			

MOVE: DR BOSKONOVITCH

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
Doc's One-Two				
Gene Bank Combo (A)	⇨ →			
Senior Fist	↗			
Wisdom Fist	↗			
Stomach Ache	⇨ →			
Whippersnapper	⇨ →			
Spindoctor	⇨ → from neutral			
Oops!!	⇨ →			
Base Stealer (A)	⇨ →			
Back Protoplast	←			
> Shadow Run	after Back Protoplast ←			
> Shadow Run Kick L	after Shadow Run Kick			
> Shadow Run Kick R	after Shadow Run Kick			
Anxiety Attack				
Back Off!	Turn back to opponent and			
Brain Drain	⇦			
Meditation	⇩			
> Doc Mobile	during Meditation tap (or) repeatedly	during meditation		
Lower Dodge	⇩			
Dancin' Doc	↙			

10 HIT COMBO - HEIHACHI MISHIMA

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇨ →				☆					
Property	H	H	H	H	M	M	L	H	M	M
Damage	7	8	6	7	6	11	5	5	8	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇘		☆						☆	
Property	M	H	H	L	L	M	H	H	M	M
Damage	17	5	6	8	8	5	10	5	6	35

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)										
Property										M
Damage										

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)										
Property							H	M	M	M
Damage							5	8	21	25

10 HIT COMBO - KING

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)										
Property										M
Damage					25 (when opponent is down, damage 15)					

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)				☆					☆	
Property	H	H	M	M	H	L	L	L	M	M
Damage	5	15	10	6	6	5	5	5	7	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)						☆			☆	
Property					H	M	L	L	L	Throw
Damage					8	10	5	5	6	30

10 HIT COMBO - JIN KAZAMA NO. 1

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)			☆					☆		
Property	H	H	M	H	L	H	H	M	M	M
Damage	15	6	10	10	7	5	7	10	15	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)								☆		
Property								M		
Damage								21		

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇦		☆		☆					☆
Property	H	H	H	L	M	M	L	H	H	M
Damage	12	10	10	8	6	6	5	5	5	21

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)										☆⇩
Property										L, H
Damage										21, 21

10 HIT COMBO - JIN KAZAMA NO. 2

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)									☆	
Property								L	M	Unblockable
Damage								5	25	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇨→				☆		☆			
Property	H	H	H	H	M	M	L	H	M	M
Damage	7	8	6	7	6	11	5	5	8	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)			☆		☆			☆		
Property			M	M	L	M	L	M	Unblockable	
Damage			7	10	5	7	5	25	30	

10 HIT COMBO - YOSHIMITSU

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)					⁘	⁘	⁘	☆ ⁘	⁘	⁘
Property					M	M	M	M	Unblockable	Unblockable
Damage					3	3	3	7	8	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⁘	⁘	⁘	☆⁘	☆⁘	☆⁘	⁘	⁘	⁘	⁘
Property	H	M	M	H	H	L	M	Unblockable	Unblockable	Unblockable
Damage	5	15	10	6	6	5	5	5	7	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⁘	☆ ⁘	☆ ⁘	⁘	⁘			☆ ⁘		
Property	H	H	M	H	Unblockable			M		
Damage	20	20	5	6	30			25		

10 HIT COMBO - EDDY GOLDO

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⁘ ⁘	☆ ⁘	⁘	⁘	⁘	⁘	⁘	⁘	⇙ ⁘	⇗ ⁘
Property	M, M	M	H	H	M, M	M	H,M	M	M	M
Damage	16, 20	28	7	i8	9, 13	10	6, 6	21	15	20

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)					⁘					
Property					L					
Damage					12					

successive to other moves

10 HIT COMBO - PAUL PHOENIX

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⁘	⁘	⁘	☆ ⁘	⁘	⁘	⁘	☆ ⁘	⁘	⁘
Property	H	H	M	H	M	H	H	L	M	M
Damage	5	15	7	5	7	4	5	7	8	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)				☆ ⁘	☆ ⁘	⁘	⁘	☆ ⁘	⁘	⁘
Property				M	L	M	H	M	L	M
Damage				6	7	8	5	8	10	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)					☆ ⁘					
Property					M					
Damage					30					

10 HIT COMBO - NINA WILLIAMS

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)									⁘	⁘
Property									L	M
Damage									5	25

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⁘	⁘	☆ ⁘	⁘	☆ ⁘	☆ ⁘	⁘	⁘	⁘	⁘
Property	H	H	H	H	H	L	H	H	H	H
Damage	4	10	6	6	7	9	6	6	6	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇘ ⁘	⁘			☆ ⁘	☆ ⁘	⁘	⁘	☆ ⁘	⁘
Property	M	M			H	L	L	M	L	M
Damage	10	15			9	9	5	6	5	25

10 HIT COMBO - BRYAN FURY

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇦ ⁘	☆ ⁘	☆ ⁘	⁘	☆ ⁘	⁘	☆ ⁘	⁘	⁘	⁘
Property	H	M	M	M	H	H	H	H	M	H
Damage	20	12	5	7	3	8	5	5	10	21

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)								☆ ⁘		
Property								M		
Damage								26		

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)							☆ ⁘	☆ ⁘		
Property							M	H		
Damage							17	16		

10 HIT COMBO - GUN JACK

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇩ ⁘	⁘	⁘	☆ ⁘	⁘	⁘	☆ ⁘	⁘	⁘	⁘
Property	L	L	L	M	M	H	M	M	M	M
Damage	10	6	5	7	7	6	6	8	21	25

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇗ ⁘	⁘	☆ ⁘	⁘	⁘	☆ ⁘			☆⇩⁘	⁘
Property	M	M	L	L	L	M			L	M
Damage	15	8	5	5	5	8			12	35

10 HIT COMBO - FOREST LAW

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇘ ⁘	⁘	⁘	☆ ⁘	⁘	☆ ⁘	⁘	⁘	⁘	⁘
Property	M	H	M	H	H	L	H	H	H	M
Damage	10	5	6	5	7	6	7	7	10	25

below (6) becomes ⁘ when selecting this route

above (6) becomes ⇩ ⁘ when selecting this route

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)		⁘	⁘	☆ ⁘	⁘	⇩ ⁘	⁘	☆ ⁘	⁘	⁘
Property		L	M	H	M	L	M	H	L	M
Damage		6	6	8	6	6	6	8	7	38

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)								☆ ⁘		
Property								L		
Damage								7		

MELTING POT

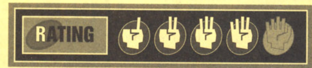
SHOW THE WORLD YOUR GAME IDEA!

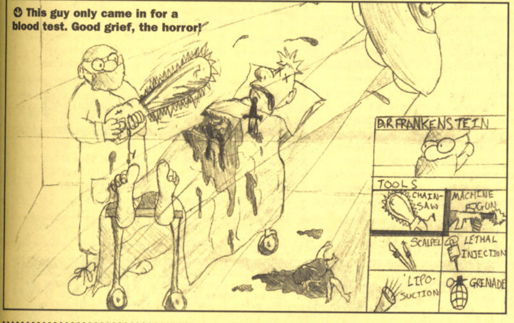
Games – they're all the same aren't they? Shoot this, jump on that, collect coins, pass a checkpoint – who cares? We do! Melting Pot is here on its lone crusade to challenge the minds that make games, by saying: "Hey, what about these?" If you want to join in the fun, all we ask for is a couple of hundred words and a screenshot of your vision. In exchange we'll offer our expert opinion, and fill a page or two in the process. So without further ado, onto the games.

NO NURSE, I SAID PRICK HIS BOIL

Leo Schlesinger 1998
I like God sims and build-'em-ups, but I also like a bit of blood in a game – where would *Resident Evil* be without it? So how's this for a game: you start off as the owner of a hospital, having to build it up *Theme Hospital*-style. Once the patients are rolling on, and you start to make profit, you can stop being Mr Nice Guy and cause havoc. If a patient comes in with an ingrowing toenail, chop his head off! The more patients you kill, the more points you get, and the messier you kill them, the more points you get. However, NO game like this would be complete without cops constantly investigating, so you have to make the murders look like accidents... otherwise have the police all over you!

CVG: Is this the world's first carve-'em-up? A kind of sick idea Leo, but we reckon it would sell loads.





This guy only came in for a blood test. Good grief, the horror!

DREAM CONVERTER 2000

1998 Jack Wilkinson
This is not a game, nor is it a console. It could be a add-on to a console, but it doesn't really matter, as the chances of this technology ever being manufactured are slim – and that's being hopeful.

The Dream Converter 2000 fits over the wearer's head as he sleeps. (It plays lullabies.) While the wearer is sleeping, the Dreamconverter 2000 reads his/her dreams, and saves them into its back-up memory.

These dreams can be displayed on-screen, they can be paused, watched in slow-motion, or speeded up, just as though you were watching a movie.

The dreams can be edited at will, changing colours, adding or removing items etc. You can mix various items together, even with another person's dreams, in the Dreamcauldron.

The dream worlds you create can be explored by a self-built character, and you can also explore the dream worlds of other people.

This would be ideal for the Dreamcast, even if only because of the title!

By the way – please no jokes concerning what we'd see if Ed used the machine, if you catch my drift.

CVG: This would be cool, but who's gonna build it, brainiac? As for Ed, forget him – it's Paul we're worried about!



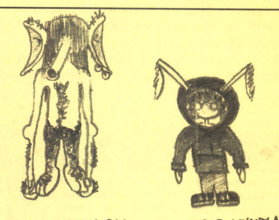
HYNDLA MAGIC FIGHT

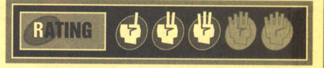
Chris Cocklin 1998
In Hyndla Magic Fight, your aim is to breed a hyndla, and then download them onto a dedicated website to battle with other hyndlas. The difference with, say, Pokémon, is that hyndlas are creatures that convert sound energy into food.

Therefore, in order for them to grow, you need to play music, so it can grow healthily. The type of music you play determines its appearance, intelligence and abilities. So, play thrash metal and your hyndla will end up with long hair and large elbows and feet. Play psychedelic techno and it will have luminous skin, double-jointed arms and legs and will be hyperactive.

The aim of the fight on the website is to gain control of Jardarmen, the homeworld of the hyndlas!

CVG: A nice idea, a bit like the barcode battlers of old. But apart from sampling some music, what else do you do. And why must they fight, why not dance instead? What the hell is a hyndla anyway?





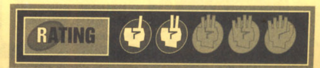
NO MAN'S LAND

James Curtis 1998
This game, as you've probably guessed, is set in the years of the first world war. It is an action/strategy game in which you can either play the part of the English or the Hun. The gameplay is overhead in the style of *Command and Conquer*. In the game you take control of one of the side's forces which comprise of infantry, machine gun nets and bi-planes. The idea of the game is to take the enemy's trench, using whatever means possible, and leave nothing standing!

Although the idea of the game would be the same, different trench scenarios and campaigns would be sure to totally engross even the most anti-war gamer. Also, bloodshed would be a top priority! Another feature which the game could add to prevent it becoming another clone of *Command and Conquer* would be to use *Doom*-style perspectives, ie when the enemy attack, you could switch to this mode in the machine gun nests to knock them down.

The brutality of trench warfare as depicted by James Curtis.

CVG: After re-reading this idea several times, we can't quite remember why it was shortlisted from the bulging sack that is Melting Pot. Maybe it had something to do with the Hun, no that can't be it!



WRITE FOR FREEPLAY

FreePlay will be back to normal next month, after our extensive coverage in recent issues of the year's biggest PlayStation game, *Tekken 3*. By now, you should have everything you need to become masters at this awesome fightfest – so we look forward to seeing the results of your spectacular punch-ups very soon in High Scores, and maybe some of your top tips to help other readers. Meanwhile, so long and thanks for all your contributions.

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (eg HIGH SCORES, DRAWINZ). IF YOU DON'T, WE'LL FEEL OBLIGED TO CHUCK IT IN THE BIN. THAT'S THE WAY WE DEAL WITH THINGS WE DON'T UNDERSTAND.

FREEPLAY

COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TZ



TIPS

If you're a mad gamer with mad gaming skills, you must have a few hot tips to pass on. If so, maybe you can share your knowledge with other FreePlay readers. In return, maybe you can pick up a few tips from others who have sent in their best suggestions. But make sure they're original, not copied from somewhere else – or we'll gitcha!

HIGH SCORES

I bet you think you're pretty smart, huh? We dare you to compare your scores on your favourite games with ones sent into High Scores by fellow FreePlay readers. But be warned, our hardcore band of elite gamers who contribute to this section will annihilate your score immediately. Probably.

DRAWINZ

Send us rubbish Drawinz Wot You Dun of game characters, and we'll dump on them. But if send us your best ones, we'll praise you mightily – and bestow one of Hunter's highly prized bones on you as a reward.

MOST WANTED

If you want us to give more coverage to a game that you like, or if you want us to tell you more about Dreamcast and Sonic, all you have to do is let us know. Every one of these little coupons is examined closely, the votes totted up, and the results shown on the front page of your favourite cheapie mag, FreePlay, in the Readers' Most Wanted Chart. So make sure your voice is heard.

BEST/WORST

CVG should be weekly instead of monthly. That's the view of many of you of who've sent in this form. Among some of the other things you've said are: the April issue of CVG, with Hwoarang on the cover, was one of the best we've ever done, and the one-page review we did of the Spice Girls' game was one of the worst things we've ever done.

MELTING POT

Melting Pot will definitely be back to two pages next month – even if we have to make space for it by ditching a world exclusive about Sonic on Dreamcast... er, maybe not.

FREEPLAY FAN

Tell us about your favourite games or game characters, and why you like them so much, and we'll share it with the world. Only good vibes get into this section. Negative letters will be bounced.

MOST WANTED

IN ORDER OF IMPORTANCE

1 ....
2 ....
3 ....
4 ....
5 ....

REMEMBER, FREEPLAY IS YOUR MAG. IT WOULDN'T BE POSSIBLE WITHOUT YOUR CONTRIBUTIONS, SO KEEP THOSE DRAWINZ, HIGH SCORES AND ALL THE OTHER THINGS COMING IN. SEE YA.

CVG'S BEST/WORST

LET US KNOW WHAT YOU REALLY THINK ABOUT YOUR FAVOURITE GAMES MAG!

PLEASE SPECIFY BEST OR WORST IN EACH CASE

1 BEST/WORST COMING SOON ....
2 BEST/WORST REVIEW ....
3 BEST/WORST EDITORIAL PICTURE/FAVE TEAM MEMBER ....
4 BEST/WORST DRAWIN' ....
5 BEST/WORST DESIGNED PAGES ....
6 BEST/WORST COVER ....
7 FAVOURITE BIT OF CVG ....
8 SUGGEST A CATEGORY ....